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THE COMMUNITY HANDBOOK

PROGRAMS • PARTIES • PLAYS •
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ATHLETICS • PARLIAMENTARY
LAW • GOOD MANNERS •
CAMPING • FIRST AID • CRAFTS

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By

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LOUISE HAYNES

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1948

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Rural Group History, Quotations, Farm Facts, Farm History

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F O R E W O R D

IN RECENT years The Progressive Farmer has found a constantly growing demand among Southern farm folks for information on recreation, rural dramatics, program material for organized groups of all ages, the niceties of etiquette—in fact nearly every activity in which live communities might be interested. This new and enlarged third edition of “The Community Handbook” will, we hope, be a worthwhile contribution in meeting these needs. The response to the first two editions, published in 1936 and 1940, has encouraged us to make available this more comprehensive volume.

We have tried to touch the problems most often met by rural leaders. In the book we do not try to give full information on all subjects listed, but to provide a basis so that rural people can plan activities to fit their own needs.

To extension and vocational workers, scout executives, and many others who have given us material or suggestions, we extend our sincere thanks. The great variety of activities covered would not have been possible without their help.

The Progressive Farmer Company has not published the handbook for profit. Its price has been set at the lowest possible figure. If the book aids in the development of a more prosperous, a finer, and a happier rural life, the organization believes it will have been amply rewarded.

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A COUNTRY BOY'S CREED

By EDWIN OSGOOD GROVER

I BELIEVE that the country which God made is more beautiful than the city which man made; that life out-of-doors and in touch with the earth is the natural life of man. I believe that work is work wherever I find it, but that work with Nature is more inspiring than work with the most intricate machinery. I believe that the dignity of labor depends not on what you do, but on how you do it; that opportunity comes to a boy on the farm as often as to a boy in the city; that life is larger and freer and happier on the farm than in town; that my success depends not upon my location, but upon myself—not upon my dreams, but upon what I actually do—not upon luck, but upon pluck. I believe in working when you work, and in playing when you play, and in giving and demanding a square deal in every act of life.

A COUNTRY GIRL'S CREED

By JESSIE FREED

I am glad I live in the country.

I love its beauty and its spirit.

I rejoice in the things I can do as a country girl for my home and my neighborhood.

I believe I can share in the beauty around me; in the fragrance of the orchards in spring, in the weight of the ripe wheat at harvest, in the morning songs of birds, and in the glow of the sunset on the far horizon. I want to express this beauty in my own life as naturally and happily as the wild rose blooms by the roadside.

I believe I can have a part in the courageous spirit of the country. Through studying the best way to do my everyday work I can find joy in common tasks done well.

I believe my love and loyalty for my country home should reach out in service to that larger home that we call our neighborhood. I would join with the people who live there in true friendliness. I would wholeheartedly give my best to further all that is being done for a better community. I would have all that I think and say and do, help to unite country people near and far in that great Kingdom of Love for Neighbors which the Master came to establish—the Master who knew and cared for country ways and country folks.

CHAPTER 1

Importance of Developing Rural Community Life

By CLARENCE POE

President and Editor, The Progressive Farmer

The movement for the improvement of rural conditions in America has had three stages, or perhaps I should say three phases.

In its beginning our whole thought was concentrated on the problem of *improved farm methods*.

Then about 50 years or more ago, we may say, with the development of the Granger movement in the West, and the later development of the Farmer's Alliance in the West and the South, the movement for the improvement of rural conditions assumed a new phase—the *Political Phase*—and there can be no doubt of the far-reaching and abiding influence of their protests against railroad discriminations, against the control of Congress by powerful manufacturing and financial interests, and against a banking system designed exclusively for urban interests.

Nevertheless, while recognizing the fundamental importance of better farm methods and "Equality for Agriculture" in all legislation, we have come now upon a third stage of progress—the *Commercial-Social Phase*—in which we recognize that neither in scientific production nor in equal legislation nor both combined do we have a complete remedy, but only parts of a complete remedy: each a *sine qua non* but not a panacea.

Country Life Must Be Made Both Financially and Socially Satisfying

In this new phase we realize that no matter how abundantly our lands produce, the farmers will not prosper adequately unless the business and marketing side of farming also has proper attention. In other words, the farmer, like the manufacturer, must not only use modern and scientific methods of production, but modern and scientific methods of buying and selling. The farmer must not only get the profits due him as a laborer and as a skilled laborer, but he must also get profits as a businessman. Then the next and final great truth we are now only just beginning to realize is that our rural problem includes all the things we have been considering, but also includes a great deal more. Let me state it this way:

The Rural Problem, in its last analysis, is nothing more nor less than the problem of developing a satisfying country life—and such a life must respond both

to the social and material wants of man. It must be both financially and socially satisfying.

And to emphasize and illustrate this point let me quote a startlingly significant statement made some years ago by Dr. Thomas N. Carver. He started out by saying that most people assume that all that is necessary is for the farmer to produce wisely and buy and sell to advantage; that the rural problem is solved as soon as the farmer has a satisfying income. But Dr. Carver declared that this is only half the problem, and then he made this telling statement:—

“Paradoxical as it may seem, it is a matter of actual observation that the sections of the country where the land is richest, where crops have been most abundant, where land has reached the highest price and the farm owners attain to the highest degree of prosperity, are the very sections from which the farm owners are retiring from the farms most rapidly and leaving them to tenants.”

Our “Inevitable Destiny of Harmonious Life”

Why do they leave? As I see it, there can be but one answer. It is that the country life has not yet been adequately organized in recognition of the fact that man is a “social animal”—a truth which Sir Horace Plunkett remarks is as old as Aristotle, but which is really as old as Adam, of whom the Almighty said it was not good for him to live and work alone. “In all his politics, in all his economies, in all his movements,” says a distinguished thinker, “man is feeling his way to his inevitable destiny of harmonious life.”

There you have, in my opinion, the phrase which chiefly explains the alarming drift to the cities. For the masses of workers it is not so much the lure of gold, for there is direr poverty in our cities than the country has ever known; but man, “instinctively a social animal,” is indeed ever “feeling his way to his inevitable destiny or harmonious life,” that is to say, toward a life which fully improves upon all the rich possibilities of comradeship and of cooperative action with his fellows, industrial, civic, and social; and many go to the city because they feel we have not yet provided for the development of these relations in our country districts.

We Have Not Had “Rural Communities”

So it is that the chief task of the rural reformer today is the creation of the Rural Community—involving, of course, the three essentials of (1) scientific farming, (2) business cooperation, and (3) an adequate social life. The first two are necessary to make it financially satisfying, the second two to

make it socially satisfying. George W. Russell, who was perhaps the greatest of rural sociologists, reminded us of our elementary weakness when he said that while we have had people living here and there in rural sections heretofore, we have not had rural "communities," the word "community" signifying a group of people with common interests organized to work together as one body in their aspirations, hopes, ideals, ambitions. A mere collection of dwelling houses does not make a community; it becomes a real community only when it passes through the experience of Kipling's "Ship That Found Itself" and there develops among the people a common feeling of loyalty, pride, and identity of interest. This is what the organizations of the town quickly develop, and what the lack of organization of the country has prevented from developing there. Country people are in heart and mind just as progressive as city people but haven't the facilities for expressing the spirit of progress. The power belt of organization has not been attached to the throbbing dynamo of rural aspiration. That power belt we must now provide.

Three Things Necessary

As I see it, for the development of the Rural Community, there must be—

1. Community Organization;
2. Community Self-knowledge;
3. Community Centers.

First of all there must be *Community Organization*. And foremost in effecting this result we must have the local organization of the farmers themselves—a Grange, Farm Bureau, or other farmers' club. God helps those that help themselves; and while other agencies may and should help, it is our farmers themselves individually and through their organizations who must chiefly work out all our problems of rural betterment. The local farmers' club must be the foundation of community organization.

Then in the second place there must be *Community Self-knowledge*, which means as a prerequisite that there must be community surveys. It is a first duty of the local farm organization to make such a survey, covering roads, wealth, occupations, agricultural conditions, schools, churches, social life, and sanitary and health conditions.

Thirdly, there must be *Community Centers*. The development of such centers must be a growth, of course, but if we only have the ideal and realize keenly enough the value of that ideal, it will come—slowly perhaps, but surely. The consolidated school with high school features—with its auditorium, its

library, its art treasures, its museum of nature study and local history—should be the central feature, and about its beautiful lawns and grounds should be grouped the neighborhood churches, lodge halls, community fairgrounds, the athletic grounds, the homes of preacher, doctor, school principal, etc. Then to this center all the people of the neighborhood should come, not only for school and church and Sunday school occasions, but for the public speakings, the meetings of the farmers' and farm women's organizations, for picnics, ball games, debates, musicals, lectures, local fairs, Future Farmer meetings, 4-H club meetings, etc. There comes to my memory now the long twilight of an English summer evening when on such a community playground I saw a survival of the practice which obtained in Goldsmith's "sweet smiling village" of another era:—

"And all the village train, from labor free,
Led up their sports beneath the spreading tree. . . .
The young contending as the old surveyed."

The rural community of the future must group itself around such "social centers"—centers of educational, religious, social, and intellectual life.

It is with the hope that it may contribute to the development of such rural community life all over Dixie that this book is issued by The Progressive Farmer. And we dedicate it to all boys and girls, all men and women interested in the third of our permanent objectives, namely, to help make the South—

*A Land of Plenty,
A Land of Beauty,
A Land of Rural Comradeship.*

Setting Up An Organization

"We have but two heritages; the blood which flows in our veins, and the community we live in, and we can better our community heritage."—Mary Mims, extension sociologist, Louisiana State University.

Organized activity is a necessity today for the community that wants to improve its lot individually or collectively; but the organization that lives is the organization that organizes after it is organized, that practices teamwork, is truly cooperative within itself. In short, whether it be a 4-H club, an FFA chapter, an adult community club, or other group, it's fine to make a start by getting together. Once organized, it's even more important to know how to pull together and keep together and grow. An organization does not travel long purely on the momentum gathered in organizing.

What are some of the essentials that a new organization ought to know? First, will it meet a definite need? What does it specifically intend to do? Is its membership to be drawn from some natural trade, or school, or church, or other area so that reasonable attendance at meetings, willingness to work together, and unity of aims will be possible?

Next, is the organization set up on a simple basis, so that it can adjust itself to meeting conditions and problems that may change? No constitution may be desired; in any instance, it ought to be simple. Many a once fine organization has died because it was so bound down by rules and precedents that it was unable to change when changes were plainly in order. The simplest form of constitution may include name, purpose or purposes, membership, officers (when and how elected and when and how long they shall serve; duties might be included), time and place of meeting, dues (if any), provisions for amendments to constitution (usually by vote of two-thirds of the members).

Next, are capable leaders being chosen and are duties being so divided that new leadership can be found, encouraged, and trained? The organization that lives and grows is the wide-awake organization in which every member feels he has a part. The group that drifts into the control of a small clique is headed for dissolution. There is usually enough ability in every community to make it unnecessary to hold to the same officers year after year. Always find jobs to keep the talent of your live wires employed, but it is seldom necessary to keep the same individuals in the same positions.

Programs and recreation are adequately covered in chapters that are to follow. It is enough to emphasize

WHAT TO DO

Choose capable leaders.
Develop local talent.
Give everyone something to do.
Provide diversified and interesting programs.
Include entertainment and recreation for everyone.

WHAT TO AVOID

Politics and religion.
Long talks and speeches.
Dependence on outside talent.
Meeting in large towns or cities.
Activities objectionable to any group in the community—North Dakota Extension Service.

here the importance of interesting, well balanced, and yet varied programs in which the largest possible number participate and of recreational programs so planned that everyone is always included.

Finally, every organization ought to realize the importance of getting along with other groups. Groups within a community pulling against each other eventually spoil their separate activities for good and will probably destroy each other. Separate organizations in a community that meet together from time to time to discuss frankly the common problems and difficulties, that unite their efforts on community-wide projects or projects of common interest to both, that federate or work through inter-group councils, are likely to avoid strife.

Fifty Questions for a Rural Survey

These questions are to be answered "yes" or "no" by the head of each family in the community:—

1. Are you making your land richer each year and preventing washing or gullyng?
2. Do you own your farm?
3. Do you cooperate with your neighbors in buying seeds, fertilizers, feedstuffs?
4. Do you cooperate with other farmers in crop control plans?
5. Do you cooperate with other farmers in marketing your crops?
6. Have you purebred cattle?
7. Have you purebred hogs?
8. Have you purebred poultry?

9. Do you plant only seed of purebred varieties?
10. Do you have a garden all the year-round?
11. Do you usually have milk and butter all the year-round?
12. Do you "live at home," usually buying no corn, hay, or meat during the year?
13. Is your home painted?
14. Are barns and outbuildings painted or white-washed?
15. Do you make an exhibit at the county or community fair?
16. Do you read farm journals and farmers' bulletins?
17. Do you know and cooperate with your county farm agent?
18. Do you belong to a farm organization?
19. Does your wife belong to a farm organization or farm women's organization?
20. Does your wife know and cooperate with your county home agent?
21. Have you electric lights and power?
22. Have you running water in the home?
23. Have you a washing machine?
24. Do all your children between six and sixteen attend school?
25. Is any boy or girl in your family attending college?
26. Do any of your boys study vocational agriculture?
27. Have you a boy in 4-H club work?
28. Have you a girl in 4-H club work?
29. Do you or your children read any library books—from school or town library, or state library commission?
30. Have you any reproductions of famous paintings hanging in your home?
31. Are the grounds about your home planted to attractive trees, shrubs, and flowers?
32. Have you ever had your children examined for physical defects?
33. Does the family enjoy together music and games every week?
34. Does the family attend community meetings, community picnics, and other forms of neighborhood social life and recreation?
35. Does each member of the family practice some form of outdoor recreation—swimming, riding, hunting, fishing, tennis, baseball, basketball, horseshoe pitching, etc.?

36. Do you visit neighbors fairly often and have them visit you?
37. Do you vote in primaries and elections?
38. Do you interest yourself in getting fair legislation from Congress or legislature?
39. Do you attend church regularly?
40. Do your children attend Sunday school regularly?
41. Is your house screened?
42. Do you sleep with your windows open in winter?
43. Do you get RFD service?
44. Is there a telephone in the house?
45. Do you have a radio?
46. Is your home insured against fire?
47. Do you carry life insurance?
48. Have you a bank account?
49. Are all members of the family vaccinated against typhoid fever?
50. Do all members of the family visit a dentist each year?

Sources of Helps

Agricultural Cooperation in Denmark. Superintendent of Documents, Government Printing Office, Washington 25, D. C. 15 cents.

Better Living in Home and Community. Cir. 247. University of Wisconsin, Madison.

Rural Community Organizations' Handbook. Wisconsin Experiment Station, Madison. 15 cents.

Rural Youth in Action, by David C. Coyle. American Council on Education, 744 Jackson Place, Washington, D. C.

What Is the Discussion Leader's Job? Discussion Series: D-3, Office of Information, USDA, Washington 25, D. C.

Group Discussion and Its Technique. Discussion Series: D-4, USDA.

Suggestions for Discussion Group Members. Discussion Series: 1 DN, USDA.

Organization of 4-H Club Work, a guide for local leaders. MP 320, Office of Information, USDA, Washington, 25, D. C.

Community Night Programs, by Mary Mims. Extension Service, Louisiana State University, Baton Rouge, La.

Rural Community Buildings. FB 1274, Office of Information, USDA, Washington 25, D. C.

Rural Planning—The Village. FB 1441.

Rural Work Centers. Circular C-101. Texas Extension Service, College Station.

Making Rural Organizations Effective. Bulletin 403. Experiment Station, Madison, Wisc. 10 cents.

The Constitution of an Organization. Circular 83. Maryland Extension Service, College Park.

Rural Community Building Plans. Bulletin 322, Experiment Station, Fayetteville, Ark.

Scouting for Rural Boys. 454 pages, \$1. Boy Scouts of America, Dallas, Tex.; Memphis, Tenn.; Atlanta, Ga., or Raleigh, N. C.

A Manual of Group Discussion. Circular 446. Illinois Experiment Station, Urbana.

CHAPTER 3

Parliamentary Procedure

Every member of an organization should learn how to preside over a public meeting. Likewise, every member should know how to act as a member of an organized group. Order of procedure for meetings will vary somewhat with organizations and from meeting to meeting, but the following is a good general form:—

1. Meeting called to order.
2. Song or songs.
3. Club ritual or flag salute or other special ceremony.
4. Roll call.
5. Minutes of previous meeting.
6. Reports of committees.
7. Old or unfinished business.
8. New business, appointment of any committees, etc.
9. Program.
10. Closing ritual or adjournment followed by recreational period.

All presiding officers should be familiar with the following rules:—

1. Always address the president as Mr. or Madam President.

2. All remarks should be addressed to the president.

3. There should be no talking among members.

4. The president should recognize the person who seeks the floor by saying: "Mr., Mrs., or Miss, or Robert," etc.

5. This indicates that the person thus recognized has the privilege of speaking (on the floor) and must not be interrupted.

6. The only interruptions allowable are (1) a call for a point of order, or (2) a question.

7. A point of order applies to a member who has made a motion which is out of order because of another motion before the meeting, or to a member whose remarks are not on the subject under consideration, or to a person who is exceeding the time limit for discussion, etc. A point of order is executed as follows:—

Member rising while another is speaking: "Mr. President, I rise to a point of order." The president will then recognize the speaker as follows: "Mr....., please state your point of order."

Member who has interrupted speaker: "Mr. President, the speaker, Mr....., (interrupted member's name) is out of order because there is another motion before the meeting."

President: "The Chair decides that the point is (or is not) well taken."

Whereupon the interrupted speaker takes his seat or makes an appeal from the decision of the Chair as follows:

Interrupted speaker: "Mr. President, I appeal from the decision of the Chair."

President: "Mr..... appeals from the decision of the Chair. As many as are in favor of sustaining the decision of the Chair will say 'Aye', contrary, 'No'."

The motion is (or is not) carried.

If the motion is carried, and the decision of the Chair is thus sustained, the interrupted speaker has no further recourse and must take his seat. If, however, the motion is lost and the decision of the Chair is not sustained, the speaker may continue to speak.

8. The speaker may be interrupted by any member for the purpose of asking a question. This question may be one of personal privilege or may be for the purpose of gaining information about the subject under discussion. For example:—

Member taking floor while another member is speaking: "Mr. President, I rise to a question of information."

Presiding officer: "State your question."

Member: "Do I understand the speaker to mean that, etc."

The speaker then proceeds to give the information desired and the meeting proceeds.

In case of a question of personal privilege the process is as follows:

Member, rising and interrupting speaker: "Mr. President, I rise to a question of a personal privilege."

Presiding officer: "State your question."

Member: "Mr. President, this room is too warm for comfort, and I therefore ask to have the windows opened."

In either case, the presiding officer may rule for or against the person asking the question.

9. Before any matter is voted upon, the presiding officer must state the motion fully and completely.

10. The ordinary form of voting upon regular motion is as follows:

Presiding officer: "All in favor of this motion say 'Aye' (short pause for the vote); contrary, 'No'."

The presiding officer then announces the result by saying: "The motion is carried," or "The motion is lost." Show of hands, rising vote, or secret ballot may be used.

11. Motions for questions of privilege or a point of order take precedence over all other motions.

12. Never attempt to place too many amendments to a motion. (Only one amendment to an amendment is allowable). It is usually better to offer a substitute motion.

13. A substitute motion is made and acted upon same as a principal motion except that it takes priority over the original motion and amendments thereto. On passage of a substitute motion the original motion and all amendments thereto are dead.

NOTES

- (1) An affirmative vote on the orders of the day removes the main question from consideration; a negative vote places question with the business set at a special time.
- (2) When the previous question is moved on an amendment and adopted, debate is closed on the amendment only.
- (3) Quorum not necessary to adjourn.
- (4) Cannot suspend constitution or by-laws.
- (5) Must be made by one who voted on prevailing side on main question.
- (6) The previous question applies only to debatable questions.
- (7) Motions once tabled must be removed by motion to take from table.
- (8) Motion to commit cannot be made after previous question has been ordered.
- (9) To amend Constitution or By-Laws requires two-thirds vote. Motion to amend not in order after previous question, postpone or lay on table has been ordered.
- (10) Motions, as a general rule, can be renewed after any other motion altering the state of affairs has intervened.
- (11) Postpone indefinitely yields to all secondary questions except amend.
- (A) Motions are arranged in order of their rank (except reconsider). Each can supersede one of lower order, none, except amend, can supersede one of higher order.
- (B) Reconsider usually classed as "miscellaneous" motion, is in order at any time. Can be applied to any other question except adjourn and suspend rules, and affirmative vote may lay on the table.

MOTIONS IN ORDER OF RANK (A)	Must it be seconded	What major-ity for passage	Is it debatable	Does it open main Q. to debate	Can it be amended	Can it be committed	Can it be postponed	Is it subject to previous question	Can it be reconsidered	Can it be laid on the table	Can it be renewed	How does it affect M. Q.
1 To Adjourn (3)	Yes	1/2 +	No	No	No	No	No	No	No	No	Yes after other bus.	M. Q. first next meeting
2 Question of Privilege	No	1/2 +	Yes	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Merely suspends action on M. Q.
3 Orders of the Day	No	2/3	No	No	No	No	No	No	Yes	Yes	No	Note (1)
4 Appeal from Decision of Chair Order	Yes	1/2 +	Yes each minor ssk. once	No	No	No	No	Yes	Yes	Yes	No	Merely suspends action on M. Q.
5 To withdraw a Motion	No	1/2 +	No	No	No	No	No	No	Yes	Yes	Yes	No Effect
6 To Suspend a Rule (4)	Yes	2/3	No	No	No	No	No	No	No	No	No	No Effect
7 To Reconsider (5) (B)	Yes	1/2 +	Yes if main Q. is	Yes	No	No	No	Yes affects only reconsideration	No	Yes does not table M. Q.	Yes	No Effect
8 To Lay on the Table (7)	Yes	1/2 +	No	No	No	No	No	No	No neg. Yes affirm.	No	Yes	Tables M. Q. and all send it to it
9 Previous Question (6)	Yes	2/3	No	No	No	No	No	No	Yes	Yes tables entire subject	Yes	Comp imm. vote on M. Q. (2)
10 To Postpone to a Certain Time	Yes	1/2 +	Yes as to time	No	Yes as to time	No	No	Yes does not apply to M. Q.	Yes	Yes	Yes	Postpones ent. sub. to time spec.
11 To Commit, Refer or Recommit (8)	Yes	1/2 +	Yes	Yes	Yes	No	No	Yes forces vote at once	Yes	Yes tables entire subject	Yes	Commits M. Q. and all stay in it
12 To Amend (9)	Yes	1/2 +	Yes if M. Q. is	No	Yes, yes not an amend.	Yes tables point, motion	Yes post-pones M. Q.	Yes forces vote at once	Yes	Yes tables entire subject	No	Sec. Note (3)
13 To Postpone Indefinitely (11)	Yes	1/2 +	Yes	Yes	No	Yes	Yes	Yes does not effect M. Q.	Yes	Yes	Yes	Removes M. Q. for session
14 Principal Motion	Yes	1/2 +	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	

— Prepared by English Department, Alabama Polytechnic Institute.

14. In case of tie votes, the presiding officer decides the motion.

15. If there is a motion before the house not voted on, any other motion is out of order, other than an amendment to the motion, except that:

16. A motion to adjourn is always in order.

Motions, Seconds, and Amendments

All business should be introduced in the form of a motion, made by a member of the organized body.

In order to make a motion, a member must obtain the floor. To "obtain the floor" is to rise and address the presiding officer by saying, "Mr. President" (or whatever the title), and receiving recognition from the Chair as having a right to address the assembly. Unless there are special reasons for ruling otherwise, the one who first rises and addresses the Chair is entitled to the floor, that is, entitled to the right to speak or be heard at that time. The member will state his motion by saying, "I move, etc."

A motion must receive a second before it can be submitted for consideration. To second a motion a member rises and addresses the presiding officer. When recognized he says, "I second the motion," and takes his seat.

A motion having been made and seconded, the chairman says, "It has been moved and seconded that," etc., repeating the motion. "The question is now before the house."

When a motion has been made and seconded, a member may move to amend it by adding a phrase, or clause, or striking out certain parts. When an amendment has been moved and seconded, the chairman states the amendment and thus opens it for debate. An amendment must be voted on before the main question.

A majority means more than one-half the members present; a plurality, the largest number of votes cast; a quorum, a sufficient number of members to carry on the business; if not included in the by-laws it requires a majority of the full membership.

"Robert's Rules of Order" is usually accepted as final authority in questions of parliamentary procedure, and a copy will usually be found in well equipped libraries. As a condensed, practical training guide we can highly recommend Professor Stewart's booklet listed at the end of this chapter.

Sources of Helps

Helps in Mastering Parliamentary Procedure (24-page booklet), 15 cents each. Ten or more copies to one address, 10 cents each. Dr. W. F. Stewart, Department of

Agricultural Education, Ohio State University, Columbus, Ohio.

Robert's Rules of Order, by Henry M. Robert. Scott Foresman and Co., Atlanta, Ga., and Dallas, Tex. \$2.10.

So You Were Elected! by Virginia Bailard and Harry C. McKnown. Whittlesey House, McGraw Hill Book Co., New York City. \$2.50.

Victory Guide for Officers of 4-H Clubs. Department of Public Services, General Mills, Inc., Minneapolis, Minn.

Come to Order, by Emma M. Wines and Marjory W. Card. Doubleday, Doran and Co., Inc., Garden City, N. Y. 60 cents.

Handbook for Recreation Leaders. Federal Security Agency, Children's Bureau, Washington 25, D. C. 20 cents.

Let's Have Profitable Meetings, by W. H. Stacy, Extension Sociologist. Extension Service, Iowa State College, Ames, Iowa.

THE BRIDGE

An old man going a lone highway,
Came at the evening cold and gray,
To a chasm vast and deep and wide.
The old man crossed in the twilight dim,
The sudden stream had no fears for him;
But he turned when safe on the other side,
And built a bridge to span the tide.
"Old Man," said a fellow pilgrim near,
"You are wasting your time building here.
You never again will pass this way,
Your journey will end with the closing day.
You have crossed the chasm deep and wide,
Why build you this bridge at eventide?"
The builder lifted his old gray head;
"Good Friend, in the way I've come," he said,
"There followeth after me today,
A Youth whose feet must pass this way.
That stream that has been naught to me,
To the fair-haired youth might a pitfall be.
He too must cross in the twilight dim,
Good Friend, I am building this bridge for
him."

—Will Allen Tromboole.

Program Building; Rural Group Projects

"An organization lives or dies in the hearts of its members."

A good start is a long step toward a successful year in any organization. One enthusiastic meeting when everyone is looking forward to new possibilities and new achievements, however, is not enough. That first meeting must be followed up with carefully planned programs for months to follow — programs that are peppy, interesting, helpful, entertaining. Work for something in every program that will be different. It may be an unusual demonstration, special music, a reading, a chalk talk, or something else. Get something into your program to stimulate thinking, perhaps a new way to do an old job better, maybe a brand-new idea, perhaps an old idea, but new to your community. Give everyone something to do. And don't forget the entertainment.

Build your program around the needs of the individual and the community. Is it workable and practical, considering qualifications of membership and existing conditions? Many organized groups, having set up objectives at the beginning of the year and carefully planned the general program, put it into "year book" form, with a copy for each member. Dates, places of meeting, officers, and committees are included.

Consider well your seasonal possibilities for both programs and socials.

See that all members understand the things your organization wants to accomplish. Where and how can necessary books, bulletins, magazines, pamphlets, and special leaders be obtained? Check up from time to time on progress of members in projects and other activities.

A review at the end of your organization year of your group's achievements and mistakes will point the way for greater achievement the next year.

Make demonstrations (as how to cull eggs, how to arrange a vase of flowers, how to inoculate legumes), stunts, playlets, and good singing real parts of your

*Special acknowledgement is due Cornell University for the suggested programs on Parents' Day and Our Inheritance; to the 4-H club leaders of Virginia for adaptations of their programs: Our State, Country Life, Books, Pictures, Good Health, Personal Improvement, Home Beautification, Music, Social Customs, Character Building, Parliamentary Procedure, and Community Problems and Projects listed under *Program Possibilities*.

meetings. They are always interest-builders and will put punch into any program.

Plan your meetings carefully enough so they will never be too long and yet will really put something over. Allow time for business and general discussion of any problems.

It takes extra pep and punch to maintain interest in programs in hot weather. Plan for more outdoor meetings, visits to projects of other members, more outdoor gatherings of all kinds.

In all your plans the requirements of any season—pep, interest, enjoyment, inspiration, instruction—will continue to hold. You will simply apply them differently at different seasons.

Get away from the ordinary monotonous roll call by having for each meeting a specific topic by which each member will answer, as the bird I like best, my hobby, the funniest thing I ever saw (hold each story to ½ minute or less), an old saying, a fact about vegetables, a great American leader, etc. As much as possible let your roll call be in keeping with your general program theme.

Six Cautions in Planning Meetings

There are several cautions to consider if the success of each and every meeting is to be assured, says the Iowa Extension Service:—

1. The first event on the program should challenge the attention of all individuals and secure their par-

LEADERS PREFERRED

1. The boss drives his men; the leader coaches them.

2. The boss depends upon authority; the leader on good will.

3. The boss inspires fear; the leader inspires enthusiasm.

4. The boss says "I," the leader says "We."

5. The boss assigns the tasks; the leader sets the pace.

6. The boss says "Get here on time;" the leader gets there ahead of time.

7. The boss fixes the blame for the breakdown; the leader fixes the breakdown.

8. The boss knows how it is done; the leader shows how.

9. The boss makes work a drudgery; the leader makes it a game.

10. The boss says "Go;" the leader says "Let's go."

—From *Young People's Conference*, USDA and South Carolina Extension Service cooperating.

ticipation. Community singing is one of the best features to accomplish this purpose.

2. The business session can usually be conducted most effectively at or near the beginning of the meeting. This should be guided so that time is not lost in aimless general discussions. Plans requiring study may best be referred to committees.

3. Every member of the group can and should participate. A meeting which closes without every member participating in some manner is not completely successful.

4. Every meeting should have its climax. There should be a feature which is outstanding enough so that individuals will remember it and talk about it after the meeting is over.

5. The other parts of the program should be planned in relation to the main feature so that there will be unity and a development of interest toward the climax.

6. There should be a happy ending and people should leave with the desire for more. It is far better to have the program short and interesting, with people commenting upon its brevity, than to have it loosely organized and drawn out so that there is the desire to leave before it is over. Plan for a variety of action and arrange so that there is a wholesome, happy ending.

Program Possibilities for Young Folks

No attempt has been made to suggest the various crop, livestock, and home economics programs that will naturally be important in any organization's year. Your county or home agent, vocational or home economics teacher or other leader can best help you with these, also with bulletins or other material needed. But this list of program topics, together with the references at the end of the chapter, should prove suggestive in a broad civic, personal, educational, and historical field.

Birds—How many species in your community? Who can give calls or whistles? Species most beneficial to the farmer? How many hawks are harmful? Who can identify the largest number of species?

Native Animals — What animals have been destroyed by ruthless hunting? What is the fur value of animals still to be found? What snakes should be killed?

Soils and Soil Improvement — What types and series of soils are found in your community? What will each grow best? How can the lands best be protected from erosion? Best crops to enrich them? How important are good soils to good communities?

Native Flowers and Plants—What are useful medicinally? Are any flowering species near you being destroyed by flower vandals? Who can name the largest number of species? Have a dozen leaves, a dozen flowers, or a dozen buds and stems to be identified.

Agriculture and Farm Life as Found in the Bible—Christ's parables abound in agricultural subjects; in the Old Testament, see Exodus, Chapters 21, 22, 23; the Book of Ruth; Psalms 1, 19, 23; Joel, Chapter 1; Amos 4:7-10. Many other references can be found.

Our State—State flower; flag; bird; song; pioneer stories; industries; best writers; places of beauty; famous historical homes; natural wonders.

Country Life—Country things I like most; poems of country life and nature; what a girl or boy desires in a home; the farm boy's education; the farm girl's education; opportunities offered by life in the country.

Books—Suggested list of books to be read; great books by Southerners; plans for systematic reading; what magazines should the farm home take; the value of the daily newspaper reports on current events; every boy and girl should begin to develop a library.

Pictures—Why have pictures? Pictures suitable for a girl's room. Pictures suitable for a boy's room.

Good Health—Do you know where you stand in regard to physical fitness? Correct food habits; correct health habits; correct posture, sitting, standing, and walking.

Personal Improvement—What each member can do towards improving his looks; care of clothes, shoes, hair, hands, and skin.

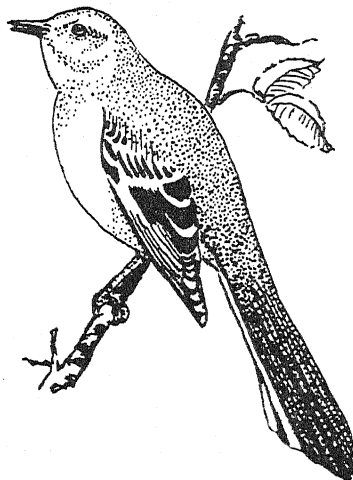
Home Beautification — Improvements club members can make in their own rooms; good color schemes; improvement of the yards; planting shrubbery, flowers; porch and window boxes versus shelves and potted plants at windows and on porches, arrangement of cut flowers. (This makes a good demonstration.)

Music — Stories of "The Star Spangled Banner," and other patriotic songs; folk songs, Negro spirituals; stories of artists; a band or orchestra; music memory contest; the songs of your organization.

Social Customs—Courtesy in the home; table etiquette; how to introduce people; duties of a guest; duties of a host or hostess; etiquette for parties; etiquette in public places.

Character Building—Friendship — the business of being a friend; cooperation in our club and community; the meaning of service; developing sportsmanship (win without bragging and lose without squealing); faith, courage, loyalty.

PROTECT OUR BIRDS



THE MOCKINGBIRD

No more worth while good turn can the farm boy or girl render. Day after day the birds do their good turns to save our crops, our orchards, and our gardens from the ravages of destructive insects.

Boll weevils, corn earworms, aphids, army worms, tent caterpillars, codling moths, cabbage worms, mosquitoes, house flies, cutworms—these are a few of the pests that birds destroy.

But that is not all. The birds in this country consume tons and tons of harmful weed and grass seed every year.

Birds are the farmer's true friends; let's be as true friends to them.

Parliamentary Procedure—How to preside over a meeting; introduce a speaker; make motions; duties of committee chairmen.

Debate Topics — The value of education today and why. Opportunities in country life tomorrow as contrasted with today. The Southern farmer needs to stay in the fields less and give more time to improving and beautifying the home. Our farm problem is more a problem of overproduction than of underconsumption. Is it more important to equip the home or the farm with labor-saving tools? The live-at-home program provides the best foundation for a satisfying farm income and a happy farm life. Grades are not as important as all the other things to be gained from school. All states should eliminate the

poll tax. Eighteen-year-olds should be allowed to vote. All rural schools should be consolidated. Europe should be organized into a United States of Europe. Young people do not need to worry about insurance.

Beautification With Native Plants—What beautiful shrubs and trees are available near you? How and when should they be set? What flowers, field crops, native vines, etc., can be used in decorating for indoor affairs?

Community History—Search out the most interesting events since its founding. Talk with the older people about life 40 or 50 years ago. Who were the chief families then? Who owned the first car? When did the first airplane fly over? When was the first boll weevil discovered? How much corn, cotton, etc., does your section grow now? (An exhibit of community relics would be fine.)

Fire Prevention — What are the most common sources of farm fires? What are the best control and prevention methods? What can your group do to help reduce the loss?

Our Inheritance—Tell what we as a nation have inherited from the preceding ages in science, religion, invention, art. Here, as on other programs, it is too difficult to cover a wide field in a short time so it would be well to limit the theme. Take the subject of roads, their history and evolution from the earliest time of man; take farming implements, radio, automobiles, printing, flour, surgery, the piano, shoes. A very charming mode of presentation of such a program would be by a series of pictorial tableaux or by a simply staged pageant. Throughout the program, stress thankfulness for inheritances.

Thrift—How can we practice it in personal buying—clothes, recreation, etc.? What products are we letting go to waste about the farm? In the home, by poor planning of meals and throwing away left-overs? In the failure to plan our activities to save steps and time? How to build a savings account.

Great Farm Leaders — Nationally? In your own state? Learn something about their lives, the things they accomplished. This might be varied by a George Washington program in February, Robert E. Lee program in January. Such a program can be dramatized by portraying activities then and now, or before a certain invention and afterwards, as with Eli Whitney and the cotton gin. Or, with a Washington Birthday program, "Ways we have of getting help about farm and home problems that Washington never had," and "Advances in farming and homemaking since his day."

Safety in Home or on Farm—Why not make a survey of your farm and home to correct all hazards?

Safety on the highway; walking and driving; swimming the safe way, are possible topics.

Farming in Foreign Lands—Get some veteran to talk to you about farming in some of the places he has been. Some members might make a report on crops and livestock which grow in foreign countries.

Radio—Contact your local radio station manager and have him visit one of your meetings to interview members. This will spread the message of work which your club tries to do.

Leisure Time—Do rural folks make best use of their leisure time? How can we spend our leisure time more beneficially? Can the community do anything to provide better use of leisure? As machinery comes more and more into use, we will have more spare time. Let's use it to advantage.

Life in Other Lands—Why not have a series of programs about neighboring countries — their customs, homes, and food? Music, literature, and costumes of the people would add to the program.

Safety on the Highway—Do you know your state laws concerning driving on the highways? Do you know enough about a car to drive it safely? Do you always walk on the left side of the highway? Do you try to wear something white at night or carry a lantern or flashlight when you are walking down the highway?

How to Get Your Money's Worth — Do you know how to test fabrics for durability? Why is virgin wool preferable in a suit? Do you make the mistake of getting too cheap a product when a medium-priced one would be well worth the difference?

Improving Rural Life—Get a county agent or ag teacher to talk on the subject, "What can young folks do to improve rural life?" Ask him what he thinks is the greatest need facing rural people today. Then study how your chapter or club can meet that need.

New Chemicals—Since the end of World War II, many chemicals of value to farmers have been developed, such as DDT, 2,4-D, benzene hexachloride, and a score of others. What are they good for? How can they make farming easier or pay better? What cautions should be observed?

Games You Can Make — Materials needed, how to play, etc.

Parents' Day—Why not unite father's and mother's day into a day for parents. Do not make it solemn. Too often mothers complain that the celebrations held on their day make them feel ready for the tomb. Make it gay, funny, different. Why not have fathers and mothers come dressed as children and children as grown-ups? There are solemn talks on

how hard it is to bring up parents, how to deal with the pastimes of parents, how to feed parents correctly so they will get their growth, how to make them like spinach, etc. Some child dressed as a very old person could have a solemn talk on "Parents were not like this in my day." There could be some little two-minute sketches on then and now. In all this have good-natured fun. Conclude with refreshments every parent should eat. During this day of celebrating for parents, give them a holiday from work. Let father and mother have a day off, for once.

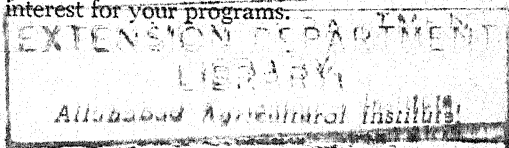
Choosing a Vocation—Invite a dentist, a doctor, banker, lawyer, merchant, county agent or home agent, teacher, general farmer, livestock farmer, railroad man, vegetable grower to tell you of the advantages and disadvantages of his profession, cost of education, monetary returns, etc. Give each a certain number of minutes so program will not be too long.

Good Citizenship—Is real patriotism shouting about the Constitution and preparing for war, or is it helping to build better homes, better communities, and a better world? What are the everyday things we should expect of a good citizen? What are the special ways in which the farmer can serve his community and the nation?

Conserving Our Wooded Lands—How has ruthless cutting of forests led to soil erosion, floods, filling up of streams, destruction of fish and game supplies? How do ruined soils and bare hills bring poor communities? How can timber growth on the farm be encouraged at little expense? How can fires be kept down? As a part of program have eight or a dozen most common woods to be identified, also one or two not so common.

Better Farming by Using Available Resources — Are the farm families in your community making the most of the things they have and the things they can do for themselves? In home-grown foods and feeds? In cooperating in various local activities? In family cooperation? In planning, budgeting, beautifying, keeping homes in repair?

Motion Pictures—There are numbers of interesting and educational motion pictures which can be borrowed without charge by rural groups. Write to the editor, Agricultural Extension Service at your state college for a list of films he may have available and the way to order them. Also write to the Division of Visual Instruction, United States Department of Agriculture, Washington, D. C., for material on films. They are not hard to borrow and will supply a wealth of interest for your programs.



Program Possibilities for Older Youth

Laws Everyone Should Know—Do you know your rights under criminal law or to a fair trial? Do you know the meaning of such terms as assault and battery, waste, nuisance, negligence, seduction, or slander? Why not get your group to list terms they would like to know about? Then get a good lawyer to explain them to you.

Facts for Every Citizen—Do you know how to write to your Congressman, how to obtain government publications, structure of the U. S. Government, etc.?

Budgeting—Budgets are not as bad as they sound. Do you always think you have more money than you do? Perhaps a budget would help, especially if there's someone to explain how he keeps his.

Family Relations—Why not get someone to talk on "The Average Family?" Then open the meeting to discuss such questions as: If a man and woman can't get along, why can't they? Why are there so many divorces? What could be done to relieve some of the difficult situations with husbands and wives? How could communities help?

New Sources of Income—What possibilities have been investigated for crops? For meat or eggs or other animal products? For sale of home canned products? For home or farm craft, such as shuck hats, woven rugs, basketry, leather works?

Community Problems and Projects—Study organizations in community, purpose of each; government of community. What about a community fair? Is there a need for the development of civic pride in your community? How can this be done? Are you proud of your community? Dramatize the program by having one member at a phone calling up various rural leaders nearby about community projects.

National Farm Legislation—How have Government farm agencies helped your community? To provide for time for leisure and recreation? For better homes? For better living through better gardens, livestock, and other foods, as well as through more money for books, magazines, etc.? How have the various acts affected farm boys and girls? What changes are needed to make the different pieces of legislation more helpful or more equitable?

Social Security for Farmers—Arrange for local Social Security agent to talk on the possibilities of extending Social Security to farm people. Arrange discussion on needs of Social Security. Try to answer the question: Do farm people want or need Social Security?

The Co-op Movement—Discuss the origin and history of cooperatives. What is a cooperative? Is there a need for one in your community or does one already exist? Have your local co-op managers talk to you about the jobs done by the cooperative.

Electricity—If you don't have electricity, do you know the means of getting it? And does it serve you fully on your farm?

Make Organization Distinctive

Your group can distinguish itself through the outstandingly good individual work of its members. But team spirit, group spirit, recognition as a group will come from group activities. Perhaps it may come through general alertness to community problems. Or it may come through developing special talents, or specific activities of the group. A combination of both is ideal. Many clubs of boys and girls have established a band or orchestra, a quartet or a chorus; have made athletics, plays, or folk dancing, or bird and plant life, or magic, or demonstration teams their hobby. First aid teams, yodeling teams, conservation of wild flowers have appealed to others. The group that thinks it can't find anything to do should take stock of its talents and its needs. Just look at a few of the opportunities in meeting community needs:—

1. Cooperation in beautifying homes, club meeting places, school, church, by setting shrubbery, flowers, and trees, and seeing to care of plantings that are made.

2. Put on a bird house building program.

3. Promote screening of homes, control of insects and diseases, especially flies, mosquitoes.

4. Help to find new crops for the community and to grow seed patches.

5. Take lead in a soil erosion control campaign.

6. Stage a community fair or a school fair, or help to put on a community exhibit at one of the larger fairs.

7. If your community hasn't a library take a lead in building one. Many of the best recent books as well as treasured classics can now be bought at low cost. A circulating library, that is, buying a book at a time to move in regular order from member to member, may be a fine start.

8. Take a lead in preparing a community day, with barbecue, games, races, stunts, and unusual farm events.

9. Does your section lack a swimming hole? Why not find a suitable source of water supply and if necessary, build a dam and add necessary equip-

ment? Bathhouses and some cleaning off of bushes and weeds along the bank may be all some deep creek hole needs.

10. Perhaps your group could inaugurate a clean-up campaign in your community that would be remembered and appreciated long after, or sponsor a clean-up day for the cemetery.

11. Promote cooperation and friendly competition between communities of a county through athletic contests, one-act plays, singing, bread-making contests, county rally days, etc.

12. In starting a new year remember the boys and girls of tenant families recently moved into your community. Make them welcome, give them a square deal.

13. Conduct an exchange for all the members in a county or community to swap fruits, needlework, handicraft, seeds, magazines, books, etc.

14. Have you used leaders in well organized clubs to help set up clubs in surrounding communities and counties? Perhaps an entire club might attend and help to stage a special program.

15. If your community wants to do something that hasn't been done in many communities and yet is most impressive and most interesting and educational, plan a historical pageant, depicting the development of your section from its earliest days. You'll be surprised, if you investigate, at the number of heirlooms and relics of early days that may still be found in the homes. Help in planning such a pageant may be obtained from Home and Community Department, American Farm Bureau Federation, 58 East Washington Street, Chicago, Ill.; National Recreation Association, 315 Fourth Avenue, New York City; and your state extension service.

16. Aid in making a survey and securing rural electrification for your community.

17. Conduct an "eliminate the fire hazards on your farm" campaign.

18. Sponsor a community spelling bee, a barn dance, or a candy pulling.

19. Promote a "keep out fires" campaign, teaching community losses in burning off pastures, woods, or any other land.

20. Planting of nut trees (walnuts, hickory nuts, and others) from historic spots throughout the country has been very popular in recent years. Address inquiries to U. S. Department of Agriculture, Washington, D. C.

21. Promote better town-country relations. Invite town boys and girls to visit you. Plan something different for their entertainment, as a possum hunt or a cane grinding.

Sources of Program Helps

Measuring the Effectiveness of Your Community, by Douglas Ensminger. Bulletin 444, Cornell Agricultural Extension Service, Ithaca, N. Y.

The Rural Community Unit. A Manual for Community Organization Leaders, by D. E. Lindstrom. University of Illinois Extension Service, College of Agriculture, Urbana, Ill.

The Art of Leadership, by Ordway Tead. McGraw Hill Book Company, New York City. \$2.75.

Guideposts for Local 4-H Leaders, by T. A. Erickson. Department of Public Services, General Mills, Inc., Minneapolis, Minn.

The Church in Rural Life, by D. E. Lindstrom. Ganard Press, Champaign, Ill. 85 cents.

Arbor Day, Its Purpose and Observance. FB 1492. Office of Information, USDA, Washington 25, D. C.

4-H Club Insect Manual. MP 318. USDA.

Getting Started in Farming. FB 1961.

Protection of Buildings and Farm Property From Lighting. FB 1512.

Community Building for Farm Families. FB 1804.

Rural Library Service. FB 1847.

Hospitals for Rural Communities. FB 1792.

Community Forests. USDA Forest Service, Supt. of Documents, Washington, D. C. 10 cents.

Rural Industries That Fit Your Community. The Progressive Farmer, Birmingham 2, Ala. 3 cents.

A Handbook of Church Programs, by Rev. James W. Sells. The Progressive Farmer, Birmingham 2, Ala. 25 cents.

The Rural South, a reading guide for community leaders. Southern Rural Life Council, George Peabody College, Nashville, Tenn. 75 cents.

History of Club Work in the U. S. Supt. of Documents, Government Printing Office, Washington 25, D. C.

Fire Safeguards for the Farm. FB 1643.

Game, Aquatic, and Rapacious Birds. FB 497.

Food of Well Known Birds. FB 506.

Fifty Common Birds. FB 513 (in colors). Supt. of Documents, Government Printing Office, Washington 25, D. C. 25 cents.

Birds Useful to the Farmer. FB 630.

Food Crops for Game Birds on Farm Lands. Cir. 90. Agricultural Experiment Station, Alabama Polytechnic Institute, Auburn, Ala.

Common Birds of Southeastern U. S. FB 755.

Homes for Birds. FB 1456.

European Starling in the United States. FB 1571.

Usefulness of Birds on the Farm. FB 1682.

English Sparrow Control. Leaflet 61. USDA.

Home Tanning of Leather and Small Fur Skins. FB 1334.

Beautifying the Farmstead. FB 1087.

Public Affairs Pamphlets. 30 Rockefeller Place, New York City. 10 cents each.

A Guide to the Literature of Rural Life. Federal Council of Churches of Christ in America, 297 Fourth Ave., New York City. 10 cents.

Community Program. A monthly feature. LSU Extension Service, Baton Rouge, La.

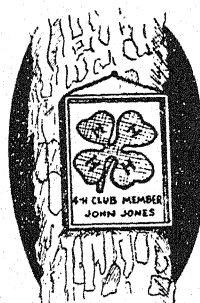
The American Citizens Handbook. National Education Association, 1201 Sixteenth Street, Northwest, Washington 6, D. C. \$2.

It Pays to Talk It Over. National Institute of Social Relations, 1244 20 Street N. W., Washington 6, D. C. 40 cents; 10 copies, \$3.50.

It Pays to Advertise

It not only pays to let the public know about the activities of your 4-H club, FFA, FHA chapter or scout troop. It pays the individual members to let the world know where they live. It isn't a matter of bragging; it's a fine method of promoting contacts with other boys or girls passing by who may be interested in the same activities that you are, of arousing

the interests of and cultivating the good will of the public in the organization to which you belong; and of increasing your own pride in your farm and home surroundings. For in putting up a sign that attracts attention, who will not give a little more attention to his or her own surroundings, to make them prettier, or neater, or better kept?



The illustrations show but a few of the styles that are possible or are being used by young folks in different parts of the country. The 4-H sign on heavy white cardboard is done in green and black. The original idea is credited to New York State; it is widely used.

Lone Scouts have long been encouraged to put up a roadside sign, "A Lone Scout Lives Here," in some interesting design of their own creation. Future Farmer chapters are rapidly adopting the plan of marking their demonstration plots, nursery projects, and other activities.

There's no limit to the variety of signs except the ingenuity of the designers.



CHAPTER 5

Telling the World About Yourself

You can't take it for granted that anybody, anywhere, knows what you are doing. You can make better mouse traps till the cows come home, but if you don't advertise them nobody will know anything about them. You don't need to tell how good you are. Tell the facts in an interesting way and rely on the public to draw its own conclusions.—*Bristow Adams.*

The news reporter can, if he will, make his office one of the most important and most valuable of all the positions of leadership in his club. To help him do it effectively and successfully is the aim of this chapter. News value in group activity usually turns up in one of three places: accounts of meetings held or to be held, announcements of objectives or accomplishments, and sketches of outstanding individuals.

Reporting an event for your local paper means more than saying a certain number of people met at a certain place for a certain reason at a certain time. Answering these ordinary questions doesn't make a good story. The most interesting point has to be picked out of the story and featured in the first paragraph.

This first paragraph is called the "lead." It should contain the answers to who, what, when, how, where, and why. But before you write the lead, decide which of these gives you the most interesting idea. Then stress it! Unless this is done, every account of meetings is too much like the rest. It is far better to start with the most interesting feature than to follow the routine of the meeting just as it took place, for example:—

Akron County 4-H club members held their annual Achievement Day program at the courthouse in Barton, Friday, October 5, with 250 boys and girls present. Elmer Gantry presided. The program was opened with a song. Then Miss Dotty Edwards, home demonstration agent, spoke about club leadership. This was followed by an announcement of awards to winners in the canning contests. A few stunts and the impressive candle lighting ceremony completed the program.

Such a story lacks interest. Except for names, dates, and numbers, it might be the story of any achievement day program. The real news is left out or at best only suggested.

Let's try again:—

"How to Be Polite," one of five stunts presented as part of Akron County's 4-H Achievement Day program, held at Barton, October 5, won the greatest applause from the 250 members present. It was the work of girls and boys from Lowell club and they succeeded in both amusing and enlightening their audience.

In this slightly shorter first paragraph, we have managed not only to answer Who? What? When?

Where? Why? and How? but also to tell of the most interesting feature of the program. Some other item might have been chosen. Perhaps the Arbor club won a cup for being the best all-round club in the county. If so, the fact might well be used in the lead. An award for good leadership might be recognized or some outstanding statement of one of the speakers could be used.

Here are some ideas on stressing the most important fact in your lead:

WHO—J. H. Jones, Brown County High School principal, is leaving Brownville to . . .

WHAT—Prizes amounting to \$1,000 are being offered in the Smith County . . .

WHY—Insufficient farm labor was blamed for the high cotton loss in . . .

HOW—Quick thinking and fast acting were responsible for the safety of . . .

WHERE—Highley Farms this week became the testing grounds for several new types of farm machinery.

WHEN—"Blue Monday" had a happy meaning for Dee Lawson . . .

Don't put too many words in the lead. Remember, you have the rest of the story in which to include the other facts. If your lead seems overcrowded with names, save them for the second paragraph. Example:

Three Bradford boys won prizes in the state livestock show held in Taylor March 5-7.

Billy Field, Joe Eddins, and Don Lawrence . . .

Minutes, officers, songs, and the program routine, are always with us; therefore they do not make the best news. That part of the meeting or program, those objectives or accomplishments, those things said or done, that are different, that cannot be said about all other meetings and programs and achievements—therein lies news.

When is news, news? To a daily paper happenings more than 24 hours old are of little value. To a weekly paper, events that happened before the last issue came out lack news value, because everyone probably knows about them already. The same is true of monthly issues. *Be sure to report happenings before they lose their freshness.*

Until they have learned exactly what type of stories the editor wants, club reporters should stick to "straight" news stories. We've discussed the lead; now let's look at the rest of the story.

Newspaper writing has been called "literature in a hurry." This "hurry up" business means that newspaper writing can't follow the regular rules for other writing. It doesn't mean, however, that the writer should rush through the story just to get it finished. More people probably will read the newspaper story

than will read any other kind of writing the reporter will ever do.

In most writing the climax comes near the end of the story. In the newspaper story the lead is the climax. Remaining facts are given in order of importance. The story, then, has one high point at the beginning, and each following paragraph spreads out a little more to give more information.

If the story begins with the high point, the reader can read the first paragraph and see what the story is about. People want to know the important fact first anyway. If Mr. Y were shot on a hunting trip, the average person would first ask if he were killed—not why he decided to go on the trip. So beginning with the most important fact is really the most logical way.

The ABC's of Writing

Accuracy—The worst thing a reporter can do, according to most readers, is be inaccurate. Check time, dates, and names. And never report anything to be true unless you are certain of it. In hand written copy always print names. Be careful, too, what you say about people. Often without realizing, the reporter can make a statement that will hurt a person's reputation. For instance:

Dawson 4-H Club's Christmas fund was stolen from the high school safe Friday night. Jim Green, office assistant, was the last one to be seen in the office.

Probably "Jim Green" knew nothing about it, but the story leaves the impression that he might have stolen it.

Brevity—Do not use long sentences and rambling statements. Leave out everything that is not essential to a complete, clear, and well finished story.

Clearness—Write each sentence in such a way that only one meaning can be found in it. Make sure that all pronoun references are grammatical, that modifiers unmistakably modify the words they are supposed to. Ideas should follow one another in a related, logical order.

For the sake of both brevity and clearness, use concrete words, and try to use transitive verbs in the active voice.

Most beginners use a lot of extra words, especially *the*, *an*, and *a*.

BAD—The parents helped with a part of the work.

BETTER—Parents helped with part of the work.

BAD—The club members came to the conclusion . . .

BETTER—Club members concluded . . .

BAD—The group had a discussion about . . .

BETTER—The group discussed . . .

Are opinions news? Not unless they are the opinions of a well known person. News writers refrain from expressing any opinion, such as "The board appropriated \$500 for this work, which is not enough." Stop with the word work. Let the reader be the judge. You could, of course, say, "which the city manager says is not enough," if that is what he really says. It is best, however, to stick to facts. If the facts are interesting enough to be called news, opinions are not needed.

Don't say: "She is well qualified for her new position." Instead, list her experience and let the readers decide. Don't say: "A good time was had by all; it was an enjoyable occasion; it was an impressive sight; etc." Somebody probably didn't think so. Tell the reader about it—without your opinion—and let him decide.

Hints for Preparing Copy

Do not begin a story with "yesterday," "last night," and the like.

Do not begin an important article with "the," "a," or "an." The first word is too valuable to be wasted.

Do not turn in copy without reading it over.

Do not turn in badly written copy. The man who makes poor copy degrades his power. There is no excuse for poor typewritten copy. The typewriter is an accurate machine if intelligently used. By sacrificing something of speed to accuracy, time is saved for the writer, for the man who edits it, for the man who sets it, and for the man who reads the proof.

Always double space typewritten copy. In long-hand or typewritten copy, use one side of the paper only. Leave wide margins at the top of your first page, plenty of space for the editor to write a head, name of author, etc.

In hand written copy, *write plainly*. This is important. Your copy is very legible to you, naturally; but the editor sometimes has to guess—and maybe with not very good results. Mr. and Mrs. and Miss are very easily confused when the context following does not indicate which is meant.

Avoid elaborate words and phrases. Write as you would talk. Use capitals only when absolutely necessary.

Newspapers use many figures; few are spelled out. Thus, time, ages, dollars and cents, dates, per cent, are given 8 o'clock; 12 years old; \$1.50; 7 per cent. Use figures for any number over 10.

There is little abbreviation except in headings and date lines. Titles are spelled out unless the person's initials or first name are given, in which case they are

abbreviated. There is not much reason for abbreviating John Jones, to "Jno. Jones," or William to "Wm."

Include as many names as possible, but *be sure* they are correct.

Refer to agricultural club as "it," not "they." The word "club" is singular. It is one thing, not several persons.

As to "who" and "whom," unless you are sure which to use, look up examples in a grammar book.

Avoid confusion in the use of the words "occur" and "happen" or "take place." Accidents "occur," weddings "take place." Learn the difference between "affect" and "effect."

Never guess at how to spell a word; look it up in the dictionary.

Newspapers commonly use "open" punctuation, that is, no more commas and other marks than necessary.

Use commas to separate quotations from the rest of the sentence. "I will do it," he said. Note that the comma always comes inside the quotation marks. And so does the final period when the quotation closes the sentence.

Use a colon to introduce long extracts of quotations, and start a new paragraph for what follows.

Above all, don't be careless about grammar or spelling. Grammar is essential in every type occupation. If you've wasted your chances of learning it in the past, get to work on it right now.

What to Write About

Look for the unusual things about your organization, or the activities of its individual members. The unusual always catches the interest of the editor and his readers.

Remember the story about the activities of an organization or member is just as good from the standpoint of news value, in some cases better, than the meeting story and is just as good publicity for clubs. In addition to stories of meetings the following ideas for stories will give some idea of the news possibilities of young folks' work in general:—

1. One boy grows pure seed corn, and his father and the neighbors buy their seed from him.

2. A boys' club treated oat and wheat seed for smut for farmers of the neighborhood.

3. Tours are held: The story should tell the high lights of the trip and something of the outstanding projects viewed.

4. A livestock project is developed which serves as a source of good stock for several farmers.

5. A group has an unusually long record of regular and well attended meetings with no lagging of interest. Tell how they did it.

SHE ADVERTISED!

The codfish lays a million eggs,
The little hen but one—
But the codfish never cackles
When the noble deed is done.

And so we praise the artful hen
The codfish we despise—
Which clearly proves to thinking men
It pays to advertise!

6. Individual achievements of members. Be sure to use facts, not your own opinions, but don't hesitate to dress the facts in interesting words.

7. A native of one of the European countries is brought into a girl's bread baking lesson to tell how bread is made in her native land.

8. One girl had to bake the bread for the family but did not want to stay home to knead it and miss a meeting. So she brought the pan of bread along in the back of the car. At proper intervals she went out to the car and kneaded the bread. That is material for an interesting little feature.

9. And still another girl cans an unusually large quantity of fruit and vegetables as a part of her canning work.

10. A group project for the beautification of the school grounds and the home of each member will be undertaken.

11. A successful community picnic sponsored by the boys and girls has been held.

12. A fire prevention campaign has in a year's time cut losses 25 per cent and all but eliminated forest fires and burning of pastures.

We wish to thank the Virginia and Iowa Extension Services for their help in obtaining material to be used in this chapter.

Bulletins to Help Reporters

Extension Publicity. C-35. Texas Extension Service, College Station.

News, Its Scope and Limitations. Journalism Series Number 57. University of Missouri, Columbia.

Agricultural Extension News and How to Write It. Circular 16. Florida Extension Service, Gainesville.

The Country Community Reporter. Circular 289. West Virginia Extension Service, Morgantown.

Advertising Farm Products. Circular 26. South Dakota Extension Service, Brookings.

Writing Farm and Home News. Bulletin 164. Iowa Extension Service, Ames.

Writing Human Interest Stories. Extension Circular 264; *Recipe for Writing the Ag News Story.* Extension Circular 251; *Circular Letters; Easy Way to Write the Meeting Story.* All four by Marjorie B. Arbour, Editor, Louisiana Extension Service, LSU, Baton Rouge, La.

Books to Study

Journalistic Writing, by G. M. Hyde. Appleton-Century, New York City.

An Outline Survey of Journalism. Mott and Others. Barnes & Noble, Inc., New York City \$1.

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POINTS FOR SONG LEADERS

1. Select songs that the majority of your audience knows and likes to sing.
2. Announce your song clearly and definitely.
3. Be sure that the pitch and the time of the song are understood and be sure everyone starts on the first note.
4. A sharp, decisive movement will help to bring everybody in on the first note.
5. No part of your audience should be neglected; think and treat them, however, as individuals, not as a collective mass.
6. Variety in songs increases interest; play songs or sounds are good for a restless or tired crowd; choose an appropriate and effective song for the ending.
7. In acknowledging requests, don't hesitate to "hear" the one that you think will go best at that point.
8. In singing at a banquet, see to it that the songs come between the courses.
9. Always arrange to have the song leader properly introduced.
10. At a banquet the song leader should have his place at the table along with the other guests, preferably at the speakers' table.
11. Have the piano so placed that the accompanist can see the leader.
12. In selecting the accompanist for community singing, preferably get one who can play most of the songs from memory.
13. Be on the lookout for promising soloists or groups in your audience whom you can call on to sing a verse or chorus alone.
14. Stop the singing before the group tires of singing.

Song Books

Girl Scout Song Book, Catalog No. 20-191. National Girl Scouts, 670 Lexington Avenue, New York, N. Y.

The five following helps can be ordered from National Recreation Association, 315 Fourth Avenue, New York 10, N. Y.

Forty Approaches to Informal Singing. 25 cents.

Community Song Leaflets. \$1.10 per 100.

Let's Sing the Same Songs. 5 cents.

Action Songs (MP 325). 10 cents.

Roads to Music Appreciation. 25 cents.

The three following song books can be ordered from The Rodeheaver Hall-Mack Company, Winona Lake, Ind.

Sociability Songs (224 songs). 20 cents.

Songs for All. 20 cents.

Christmas Customs and Carols in Many Lands. 25 cents.

Victory Song Book. Robbins Music Corp., New York City. 35 cents.

The Folk Festival Handbook. The Evening Bulletin Folk Festival Association, Bulletin Building, Philadelphia 7, Pa.

Songs and How to Lead Them, by Earline Gandy. Progressive Youngfolks Department, The Progressive Farmer, Birmingham 2, Ala. 3 cents.

The Patron, The Official Grange Song Book. Harry A. Caton, Secretary, Coshocton, Ohio. 60 cents.

American Farm Bureau Spirit, Farm Bureau Song Book. Convention song book containing official song, \$2.25 per hundred.

Patriotic Songs

America

By Samuel Francis Smith

My country, 'tis of thee,
Sweet land of liberty,
Of thee I sing.
Land where my fathers died!
Land of the Pilgrim's pride!
From ev'ry mountain side,
Let freedom ring!

My native country, thee,
Land of the noble free,
Thy name I love.
I love thy rocks and rills,
Thy woods and templed hills;
My heart with rapture thrills
Like that above.

Let music swell the breeze,
And ring from all the trees
Sweet freedom's song.
Let mortal tongues awake;
Let all that breathe partake,
Let rocks their silence break,
The sound prolong.

Our fathers' God, to Thee,
Author of liberty.
To thee we sing.
Long may our land be bright
With freedom's holy light;
Protect us by Thy might,
Great God, our King!

The Star-Spangled Banner

By Francis Scott Key

O say! can you see, by the dawn's early light,
What so proudly we hail'd at the twilight's last gleam-
ing?

Whose broad stripes and bright stars, thro' the perilous
fight,

O'er the ramparts we watch'd, were so gallantly
streaming?

And the rocket's red glare, the bombs bursting in air,
Gave proof thro' the night that our flag was still there.

O say, does that Star-Spangled Banner yet wave
O'er the land of the free and the home of the brave?

On the shore dimly seen thro' the mists of the deep,
Where the foe's haughty host in dread silence reposes,
What is that which the breeze, o'er the towering steep,
As it fitfully blows, half conceals, half discloses?

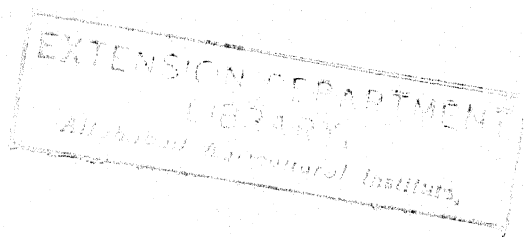
Now it catches the gleam of the morning's first beam,
In full glory reflected, now shines on the stream.

'Tis the star-spangled banner, oh! long may it wave,
O'er the land of the free and the home of the brave!

O thus be it ever when free men shall stand
Between their loved homes and the war's desolation;
Blest with vict'ry and peace, may the heav'n rescued
land

Praise the Pow'r that hath made and preserved us a
nation.

Then conquer we must, when our cause it is just,
And this be our motto, "In God is our trust!"
And the Star-Spangled Banner in triumph shall wave
O'er the land of the free and the home of the brave.



America the Beautiful

By Katherine Lee Bates

O beautiful for spacious skies,
For amber waves of grain,
For purple mountain majesties
Above the fruited plain.
America! America!
God shed His grace on thee,
And crown thy good with brotherhood
From sea to shining sea.

O beautiful for pilgrim feet
Whose stern impassioned stress
A thoroughfare for freedom beat
Across the wilderness.
America! America!
God mend thine every flaw,
Confirm thy soul in self-control,
Thy liberty in law.

O beautiful for heroes proved
In liberating strife,
Who more than self their country loved,
And mercy more than life.
America! America!
May God thy gold refine
Till all success be nobleness
And every gain divine.

O beautiful for patriot dream
That sees beyond the years
Thine alabaster cities gleam
Undimmed by human tears.
America! America!
God shed His grace on thee,
And crown thy good with brotherhood
From sea to shining sea.

State Songs

Alabama

*(Words by Julia Tutwiler; music by Edna Gockel Gussen.)
(Sung originally to the tune of Harwell.)*

Alabama, Alabama,
We will aye be true to thee,
From thy southern shore where groweth
By the sea the orange tree,
To thy northern vale where floweth
Deep and blue the Tennessee;
Alabama, Alabama,
We will aye be true to thee.

Brave and true thy men and women,
Better this than corn and wine,
Make us worthy, God in heaven,
Of this goodly land of Thine;
Hearts as open as our doorways,
Liberal hands and spirits free.
Alabama, Alabama,
We will aye be true to thee.

Little, little, can I give thee,
Alabama, mother mine.
But that little hand, brain, spirit,
All I have and am are thine.
Take, oh, take the gift and giver,
Take and serve thyself with me.
Alabama, Alabama,
We will aye be true to thee.

Carry Me Back to Old Virginia

Carry me back to old Virginia,
There's where the cotton and the corn and
'tatoes grow,
There's where the birds warble sweet in the
springtime,
There's where the old darkey's heart am
long'd to go.
There's where I labor'd so long for old Massa,
Day after day in the field of yellow corn;
No place on earth do I love more sincerely
Than old Virginia, the State where I was
born.

Chorus

Carry me back to old Virginia,
There's where the cotton and the corn and
'tatoes grow;
There's where the birds warble sweet in the
springtime,
There's where this old darkey's heart am
long'd to go.

Arkansas

*(Words and music by Mrs. Eva Ware Barnett.
Used by special permission of the author.)*

I am thinking tonight of the Southland,
Of the home of my childhood days,
Where I roamed through woods and meadows,
By the mill and the brook that plays;
Where the roses are in bloom, and the sweet magnolia, too.
Where the jasmine is white, and the fields are violet blue,
There's a welcome awaits all her children
Who have wandered afar from home.

Chorus

Arkansas, Arkansas, 'tis a name dear
'Tis the place I call Home, Sweet Home.
Arkansas, Arkansas, I salute thee,
From thy shelter no more I'll roam.

'Tis a land full of joy and sunshine,
Rich in pearls and in diamonds rare,
Full of hope, faith, and love for the stranger
Who may pass 'neath her portals fair;
There the rice fields are full,
And the cotton, corn, and hay;
There the fruits of the fields bloom
In the winter months and May,
'Tis the land that I love, first of all, dear,
And to her let us all give cheer.

Florida—Old Folks at Home

By Stephen C. Foster

Way down upon the Swanee Ribber, far, far away,
Dere's where my heart is turning ebber,
Dere's where de old folks stay.
All up and down de whole creation, sadly I roam,
Still longing for de old plantation,
And for de old folks at home.

Chorus

All de world am sad and dreary,
Eb'ry where I roam;
Oh, darkies, how my heart grows weary,
Far from de old folks at home.

All round de little farm I wander'd,
When I was young,
Den many happy days I squandered,
Many de songs I sung.
When I was playing wid my brudder,
Happy was I;
O! Take me to my kind old mudder,
Dere let me live and die.

One little hut among de bushes,
One dat I love,
Still sadly to my mem'ry rushes,
No matter wha I rove.
When will I see de bees a-humming,
All round de comb?
When will I hear de banjo strumming
Down in my good old home?

Georgia State Song

By Robert Loveman

From the mountains to the sea,
Where her rivers roll,
There I ever long to be,
O, my heart; my soul;
By her meadows let me lie,
In her vales remain,
Underneath the roof-tree sky
Watch the shadows wane.

Georgia—land of our delight,
Haven of the blest,
Here by happy day and night,
Peace enthrones the breast.
Georgia, Georgia, dearest earth
Underneath the blue,
Clime that ever giveth birth
To the brave and true.

My Old Kentucky Home

(Words and music by Stephen C. Foster)

The sun shines bright in the old Kentucky home,
'Tis summer, the darkies are gay;
The corn-top's ripe and the meadow's in the bloom,
While the birds make music all the day.
The young folks roll on the little cabin floor,
All merry, all happy and bright;
By'n by hard times comes a-knocking at the door,
Then my old Kentucky home, good-night.

Chorus

Weep no more my lady, O, weep no more today!
We will sing one song for the old Kentucky home,
For the old Kentucky home, far away.

They hunt no more for the 'possum and the coon,
On the meadow, the hill and the shore,
They sing no more by the glimmer of the moon,
On the bench by the old cabin door;
The day goes by like a shadow o'er the heart,
With sorrow, where all was delight;
The time has come when the darkies have to part,
Then my old Kentucky home, good night!

The head must bow and the back will have to bend,
Wherever the darky may go;
A few more days, and the trouble all will end,
In the field where the sugar canes grow;
A few more days for to tote the weary load,
No matter, 'twill never be light;
A few more days till we totter on the road,
Then my old Kentucky home, good night!

Song of Louisiana

(By Mrs. Vashti R. Stopher.

Used by permission of the author.)

Louisiana! Louisiana! That dear old state of ours,
Where the mocker sings the sweetest and the land is
filled with flow'rs.

With hearts and voices lifted in our joyous way
We sing to Louisiana forever and a day.

Louisiana! Louisiana! We lift this song to thee
And with bow'd heads in rev'rent awe acclaim our
loyalty.

With hearts and voices lifted in our joyous way
We sing to Louisiana forever and a day.

Mississippi

(Words by Perrin Holmes Lowery; music by Mrs. DeWitt
Morgan. Copyright by Okolona Music Club.

Used by special permission.)

Mississippi, millions love you,
With a passion pure and true;
While the blue skies blaze above you,
All your sons will cherish you.
You have watched their long endeavor,
You have nursed them at your breast;
In your earthen arms forever
Let them sleep in dreamless rest.

Chorus

Mississippi, Mississippi,
Lift her name in song sublime!
Mississippi, Mississippi,
Sound it down the sweeps of time.
We are standing, we are standing
Loyal to our royal state,
And we hear her voice commanding,
"Hold me high, and keep me great!"

God of wisdom and of wonders,
Whom we worship and adore,
Through the sunlight and the thunders
Guide us, guard us evermore;
Lead us on to larger glory,
Hold us high and keep us great,
Till time ends the starry story
Of the old Magnolia State.

The Old North State

By Wm. Gaston

Carolina! Carolina! Heaven's blessing attend her!
While we live we will cherish, protect and defend her;
Though the scorner may sneer at and wittings defame
her,

Our hearts swell with gladness whenever we name her.

Hurrah! Hurrah! the Old North State forever!

Hurrah! Hurrah! the good Old North State!

Then let all who love us love the land that we live in
(As happy a region as on this side of Heaven),
Where Plenty and Freedom, Love and Peace smile
before us.

Raise aloud, raise together the heart-thrilling chorus!

Hurrah! Hurrah! the Old North State forever!

Hurrah! Hurrah! the good Old North State!

Oklahoma: A Toast

*(By Harriet Parker Camden. Used by special
permission of the author.)*

I give you a land of sun and flowers and summer the
whole year long;

I give you a land where the golden hours roll by to the
mockingbird's song;

Where the cotton blooms 'neath the southern sun;

Where the vintage hangs thick on the vine;

The land whose story has just begun—this wonderful
land of mine.

Chorus

Oklahoma! Oklahoma! fairest daughter of the West.

Oklahoma! Oklahoma! 'tis the land I love the best

We have often sung her praises, but we have not told
the half;

So, I give you "Oklahoma," 'tis a toast we all can quaff.

A land where the fields of golden grain like waves on
a sunlit sea,

As they bend to the breezes that sweep the plain,
wave a welcome to you and me.

Where the corn grows high 'neath the smiling sky;

Where the quail whistles low in the grass;

And fruit trees greet with a burden sweet, and per-
fume the winds that pass.

"Carolina"

(This song was adopted as the state song by the General Assembly of South Carolina, Feb. 11, 1911. The words are from the poem, "Carolina," by Henry Timrod. Music by Anne Custis Burgess.)

Call on thy children of the hill,
Wake swamp and river, coast and rill,
Rouse all thy strength and all thy skill.
Carolina! Carolina!

Hold up the glories of thy dead;
Say how thy elder children bled,
And point to Eutaw's battle-bed,
Carolina! Carolina!

Thy skirts indeed the foe may part,
Thy robe be pierced with sword and dart,
They shall not touch thy noble heart,
Carolina! Carolina!

Throw thy bold banner to the breeze!
Front with thy ranks the threatening seas,
Like thine own proud armorial trees,
Carolina! Carolina!

Girt with such wills to do and bear,
Assured in right, and mailed in prayer,
Thou wilt not bow thee to despair,
Carolina! Carolina!

My Homeland, Tennessee

(This song was adopted by the General Assembly in 1925 as the Tennessee State song. Words by Nell G. Taylor, music by Roy L. Smith. Copyrighted by Chattanooga Writers' Club. Used by special permission.)

O Tennessee, that gave us birth,
To thee our hearts bow down;
For thee our love and loyalty
Shall weave a fadeless crown.
Thy purple hills our cradle was,
Thy fields our mother breast,
Beneath thy sunny, blended skies
Our childhood days were blest.

Refrain

O Tennessee, O Tennessee,
Our love for thee
Can never die,
Our homeland, Tennessee.

'Twas long ago our fathers came,
A free and noble band,
Across the mountains' frowning heights,
To seek a promised land;
And here, before their raptured eyes,
In beauteous majesty,
Outspread the smiling valleys of
The winding Tennessee.

Could we forget our heritage
Of heroes strong and brave?
Could we do aught but cherish it
Unsullied to the grave?
Ah no, the state where Jackson sleeps,
Shall ever peerless be,
We glory in thy majesty,
Our homeland, Tennessee.

Texas, Our Texas

Texas, our Texas!
All hail the mighty State!
Texas, our Texas!
So wonderful, so great!
Largest and grandest,
Withstanding every test;
O Empire, wide and glorious,
You stand supremely blest.

Chorus

God bless you, Texas!
And keep you brave and strong,
That you may grow in power and worth,
Throughout the ages long.

Texas, O Texas!
Your free-born Single Star
Sends out its radiance
To nations near and far.
Emblem of Freedom!
It sets our hearts aglow,
With thoughts of San Jacinto
And glorious Alamo.

Texas, dear Texas!
From tyrant grip now free,
Shines forth in splendor,
Your Star of Destiny!
Mother of Heroes!
We come, your children true,
Proclaiming our allegiance—
Our faith—Our love for you.

The West Virginia Hills

(Words by H. E. Engle, used by permission of West Virginia Department of Education.)

Oh, the West Virginia hills!
How majestic and how grand,
With their summits bathed in glory,
Like our Prince Immanuel's land!
Is it any wonder then,
That my heart with rapture thrills,
As I stand once more with loved ones
On those West Virginia hills?

Chorus

O the hills, the beautiful hills,
How I love those West Virginia hills.
If o'er sea or land I roam,
Still I'll think of happy home,
And the friends among the West
Virginia hills.

Oh, the West Virginia hills,
Where my girlhood's hours were pass'd,
Where I often wander'd lonely
And the future tried to cast;
Many are our visions bright,
Which the future ne'er fulfills;
But how sunny were my daydreams,
On those West Virginia hills.

Oh, the West Virginia hills,
How unchang'd they seem to stand
With their summits pointed skyward
To the Great Almighty's land!
Many changes I can see,
Which my heart with sadness fills,
But no changes can be noticed
In those West Virginia hills!

Oh, the West Virginia hills!
I must bid you now adieu;
In my home beyond the mountains
I shall ever dream of you;
In the evening time of life,
If my Father only wills,
I shall still behold the vision
Of those West Virginia hills.

Old and New Favorites

Drink to Me Only With Thine Eyes

(By Ben Jonson, 1573-1637)

Drink to me only with thine eyes,
And I will pledge with mine,
Or leave a kiss within the cup,
And I'll not ask for wine;
The thirst that from the soul doth rise,
Doth ask a drink divine;
But might I of Jove's nectar sip
I would not change for thine.

I sent thee late a rosy wreath,
Not so much hon'ring thee,
As giving it a hope that there
It could not wither'd be;
But thou thereon didst only breathe
And send'st it back to me;
Since when it grows and smells, I swear,
Not of itself, but thee.

Old Black Joe

By Stephen C. Foster

Gone are the days when my heart was young and gay;
Gone are my friends from the cotton fields away;
Gone from the earth to a better land I know;
I hear their gentle voices calling, "Old Black Joe!"

Chorus

I'm coming, I'm coming,
For my head is bending low;
I hear their gentle voices calling, "Old Black Joe!"

Why do I weep when my heart should feel no pain?
Why do I sigh that my friends come not again,
Grieving for forms now departed long ago?
I hear their gentle voices calling, "Old Black Joe!"

Where are the hearts once so happy and so free?
The children so dear that I held upon my knee?
Gone to the shores where my heart has longed to go,
I hear their gentle voices calling, "Old Black Joe!"

Auld Lang Syne

By Robert Burns

Should auld acquaintance be forgot,
And never brought to mind?
Should auld acquaintance be forgot,
And days of auld lang syne?

Chorus

For auld lang syne, my dear,
For auld lang syne;
We'll tak' a cup o' kindness yet,
For auld lang syne.

We two ha'e run about the braes,
And pu'd the gowans fine;
We've wandered mony a weary foot,
Sin' auld lang syne.

And here's a hand, my trusty frien',
And gie's a hand o' thine;
We'll tak' a cup o' kindness yet,
For auld lang syne.

Dixie

By Dan D. Emmett

I wish I wuz in de land ob cotton,
Old times dar am not forgotten;
Look away! Look away! Look away! Dixie land.
In Dixie land whar I wuz born in,
Early on one frosty mornin',
Look away! Look away! Look away! Dixie land.

Chorus

Den I wish I was in Dixie,
Hooray! Hooray!
In Dixie Land I'll take my stand
To lib and die in Dixie,
Away! Away!
Away down south in Dixie.
Away! Away!
Away down south in Dixie.

Dar's buckwheat cakes and Injun batter,
Makes you fat or a little fatter,
Look away! Look away! Look away! Dixie land.
Den hoe it down an' scratch your grabble,
To Dixie Land I'm bound to trabble,
Look away! Look away! Look away! Dixie land.

Home, Sweet Home

By John Howard Payne and Henry R. Bishop

'Mid pleasures and palaces though we may roam,
Be it ever so humble, there's no place like home;
A charm from the skies seems to hallow us there,
Which, seek thro' the world, is ne'er met with else-
where.

Chorus

Home, home, sweet, sweet home,
There's no place like home;
Oh, there's no place like home.

I gaze on the moon as I tread the drear wild,
And feel that my mother now thinks of her child
As she looks on that moon from our own cottage door,
Thro' the woodbine whose fragrance shall cheer me
no more.

An exile from home, splendor dazzles in vain;
O give me my lowly thatched cottage again;
The birds singing gaily, that came at my call,
Give me them, and that peace of mind, dearer
than all.

Believe Me, If All Those Endearing Young Charms

By Thomas Moore, Irish Poet.

Believe me, if all those endearing young charms,
Which I gaze on so fondly today,
Were to change by tomorrow and fleet in my arms,
Like fairy gifts fading away,
Thou wouldst still be adored as this moment thou art,
Let thy loveliness fade as it will;
And around the dear ruin, each wish of my heart
Would entwine itself verdantly still.

It is not while beauty and youth are thine own,
And thy cheeks unprofaned by a tear,
That the fervor and faith of a soul can be known,
To which time will but make thee more dear!
No, the heart that has truly loved never forgets,
But as truly loves on to the close;
As the sunflower turns on her god, when he sets,
The same look which she turned when he rose!

Love's Old Sweet Song

Once in the dear, dead days beyond recall,
When on the world the mists began to fall,
Out of the dreams that rose in happy throng,
Low to our hearts love sang an old sweet song;
And in the dusk where fell the firelight gleam,
Softly it wove itself into our dream.

Chorus

Just a song at twilight, when the lights are low,
And the flick'ring shadows softly come and go;
Though the heart be weary, sad the day and long,
Still to us at twilight comes love's old song,
Comes love's old sweet song.

Even today we hear love's song of yore,
Deep in our hearts it dwells forevermore,
Footsteps may falter, weary grow the way,
Still we can hear it at the close of day;
So till the end when life's dim shadows fall,
Love will be found the sweetest song of all.

A Song of Peace

(Tune: Finlandia)

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This is my song, O God of all the nations,
A song of peace for lands afar and mine;
This is my home, the country where my heart is,
Here are my hopes, my dreams, my holy shrine;
But other hearts in other lands are beating
With hopes and dreams as true and high as mine.

My country's skies are bluer than the ocean,
And sunlight beams on cloverleaf and pine.
But other lands have sunlight, too, and clover,
And skies are ev'rywhere as blue as mine.
Oh, hear my song, thou God of all the nations,
A song of peace for their land and for mine.

Follow the Gleam

(Copyright 1923, by the National Board of The Young Women's Christian Associations of the United States of America. Used by permission.)

To the knights in the days of old,
Keeping vigil on mountain height,
Came a vision of Holy Grail,
And a voice thro' the waiting night.
Follow, follow, follow the gleam!
Banners unfurled o'er all the world,
Follow, follow, follow the gleam
Of the chalice that is the Grail.

And we who would serve the King,
And loyally Him obey,
In the consecrated silence know
That the challenge still sounds today.
Follow, follow, follow the gleam!
Standards of worth o'er all the earth
Follow, follow, follow the gleam
Of the light that shall bring the dawn.

Negro Spirituals

All God's Chillun Got Shoes

I got shoes, you got shoes,
All God's chillun got shoes,
When I get to heab'm I' goin' to put on my shoes.
I'm goin' to walk all over God's heab'm,
Heab'm, heab'm.
Everybody talkin' 'bout heab'm ain't goin' dere,
Heab'm, heab'm.
I'm goin' to walk all over God's heab'm.
(I got a robe, I got wings, I got a harp, etc.)

Steal Away to Jesus

(Copyrighted by Hampton Institute, used by permission.)

Steal away, steal away, steal away to Jesus,
Steal away, steal away home,
I ain't got long to stay here.
Steal away, steal away, steal away to Jesus,

Steal away, steal away home,
I ain't got long to stay here.
My Lord, He calls me;
He calls me by the thunder,
The trumpet sounds within-a my soul,
I ain't got long to stay here.

Steal away, steal away, steal away to Jesus,
Steal away, steal away home,
I ain't got long to stay here.
Steal away, steal away, steal away to Jesus,

Steal away, steal away home,
I ain't got long to stay here.
Green trees a-bending, po' sinner stand a-trembling,
The trumpet sounds within-a my soul,
I ain't got long to stay here,
Oh, Lord, I ain't got long to stay here.

My Lord, What a Mourning

My Lord, what a mourning,
My Lord, what a mourning,
My Lord, what a mourning,
When the stars begin to fall.
You'll hear the trumpet sound,
To wake the nations under-ground,
Looking to my God's right hand,
When the stars begin to fall.

(Repeat first four lines)

My Lord, what a mourning,
My Lord, what a mourning,
My Lord, what a mourning,
When the stars begin to fall.
You'll hear the sinner mourn,
To wake the nations under-ground,
Looking to my God's right hand,
When the stars begin to fall.

(Repeat first four lines)

My Lord, what a mourning,
My Lord, what a mourning,
My Lord, what a mourning,
When the stars begin to fall.
You'll hear the Christian shout,
To wake the nations under-ground,
Looking to my God's right hand,
When the stars begin to fall.

(Repeat first four lines)

Ain't Gonna Study War No Mo'

Gonna lay all my burdens down,
Down by the riverside,
Down by the riverside,
Down by the riverside,
Gonna lay all my burdens down,
Down by the riverside,
Ain't gonna study war no more!

Ain't gonna study war no more,
Ain't gonna study war no more,
Ain't gonna study war no more!
Ain't gonna study war no more,
Ain't gonna study war no more,
Ain't gonna study war no more!

Gonna lay down my sword and shield, etc.
Gonna put on my long white robe, etc.
Gonna meet my loving Jesus, etc.

Nobody Knows De Trouble I See

Nobody knows de trouble I see,
Nobody knows but Jesus;—
Nobody knows de trouble I see,
Glory, Hallelujah!

Sometimes I'm up,
Sometimes I'm down,
Oh, yes, Lord;
Sometimes I'm almost to de groun'—
Oh, yes, Lord.

Oh, nobody knows de trouble I see,
Nobody knows but Jesus;
Nobody knows de trouble I see,
Glory, Hallelujah!

Altho' you see me goin' 'long so,
Oh, yes, Lord:
I have my troubles here below—
Oh, yes, Lord.

Oh, nobody knows de trouble I see,
Nobody knows but Jesus;
Nobody knows de trouble I see,
Glory, Hallelujah!

O Mary, Don't You Weep

The way of evil doing is wide and fair,
And many, many, many they who perish there,
Pharoh's army got drown'ded, Oh Mary, don't
you weep!

Chorus

O Mary, don't you weep, don't you mourn,
O Mary, don't you weep, don't you mourn;
Pharoh's army got drown'ded,
O Mary, don't you weep.

There was a mighty man who came on earth to save;
Thro' Him we stem the tide of tribulation's wave;
Pharoh's army got drown'ded, Oh Mary, don't
you weep!

O Mary, don't you weep, don't you mourn,
O Mary, don't you weep, don't you mourn;
Pharoh's army got drown'ded,
O Mary, don't you weep.

Swing Low, Sweet Chariot

Swing low, sweet chariot,
Comin' fo' to carry me home,
Swing low, sweet chariot,
Comin' fo' to carry me home.
I looked over Jordan and what did I see,
Comin' fo' to carry me home,
A band of angels comin' after me,
Comin' fo' to carry me home.

Swing low, sweet chariot,
Comin' fo' to carry me home,
Swing low, sweet chariot,
Comin' fo' to carry me home.
If you get there before I do,
Comin' fo' to carry me home,
Tell all my friends I'm comin' too,
Comin' fo' to carry me home.

Swing low, sweet chariot,
Comin' fo' to carry me home,
Swing low, sweet chariot,
Comin' fo' to carry me home.
The brightest day that I ever saw,
Comin' fo' to carry me home,
When Jesus wash'd my sins away,
Comin' fo' to carry me home.

Swing low, sweet chariot,
Comin' fo' to carry me home,
Swing low, sweet chariot,
Comin' fo' to carry me home.
I'm sometimes up and sometimes down,
Comin' fo' to carry me home,
But still my soul feels heav'nly bound,
Comin' fo' to carry me home.

Club and Stunt Songs

The American's Creed

I believe in the United States of America as a government of the people by the people, for the people; whose just powers are derived from the consent of the governed; a democracy in a republic; a sovereign nation of many sovereign states; a perfect union, one and inseparable; established upon those principles of freedom, equality, justice, and humanity for which American patriots sacrificed their lives and fortunes.

I, therefore, believe it is my duty to my country to love it, to support its Constitution, to obey its laws, to respect its flag, and to defend it against all enemies.

—William Tyler Page.

4-H Club Ritual

Every 4-H club member should know the ritual adopted by his state and it should be given by the entire club. The form used in some states will vary somewhat from the one that follows.

Leader: "Stand, please."

All members arise and stand erect.

Leader: "What is our 4-H club motto?"

Club (in unison): "To make the best better."

Leader: "We will now repeat the 4-H club pledge."

Club: "I pledge—

"My head to clearer thinking,

"My heart to greater loyalty,

"My hands to larger service, and

"My health to better living, for

"My club, my community, and my country."

In repeating the pledge, raise right hand to side of head when speaking the first line; lower right hand over heart when speaking the second line; extend hands, palm upward, when speaking the third line, and stand at attention when speaking the last lines.

Leader: "We will now give the pledge to the flag."

Club: "I pledge allegiance to the flag of the United States of America and to the republic for which it

stands, one nation indivisible, with liberty and justice for all."

At attention facing the flag, all repeat together the pledge. Keep the right hand over the heart during the words, "I pledge allegiance." At the words "to the flag," the right hand is extended, palm upward, toward the flag and this position is held until the end, when the hand, after the words, "justice for all," drops to the side.

Leader: "We will now review the meaning of the club emblem. What is the national 4-H club emblem?"

Club: "The national 4-H club emblem is the four-leaf clover with the letter 'H' on each leaflet running parallel with the mid-rib of the leaflet."

Leader: "What do the four H's on the club emblem represent?"

Club: "They represent the equal training of the head, heart, hands, and health of every member."

Leader: "For what is the head trained?"

Club: "To think, to plan, to reason."

Leader: "For what is the heart trained?"

Club: "To be kind, to be true, to be sympathetic."

Leader: "For what are the hands trained?"

Club: "To be useful, to be helpful, to be skillful."

Leader: "For what is the health trained?"

Club: "To resist disease, to enjoy life, to make for efficiency."

Leader: "In the All-Star Emblem, what does the fifth H represent?"

Club: "The home."

Leader: "In what way can we be a help in our home life?"

Club: "By striving to train for a home life that represents true character, comfort, and contentment."

Leader: "Be seated, please."

The National 4-H Club Creed

I believe in boys' and girls' club work for the opportunity it will give me to become a useful citizen.

I believe in the training of my HEAD for the power it will give me to think, to plan, and to reason.

I believe in the training of my HEART for the nobleness it will give me to become kind, sympathetic, and true.

I believe in the training of my HANDS for the dignity it will give me to be helpful, useful, and skillful.

I believe in the training of my HEALTH for the strength it will give me to enjoy life, resist disease, and make for efficiency."

I believe in my country, my state, and my community, and in my responsibility for their development.

In all these things that I believe, I am willing to dedicate my service to their fulfillment.

National 4-H club colors: Green and white.

Beautiful Grange

(Used by special permission.)

Beautiful Grange that we love,
Emblem of order and duty,
Fair as the planets above,
Leading our hearts by our beauty,
Wisdom and friendship and peace,
Here in their brightness are dwelling,
Still may thy Patrons increase,
Ever in duty excelling.

Chorus

Grange of our hope and our pride,
Never from thee may we rove,
Trust, in thy counsels abide,
Beautiful Grange that we love,
Trust, in thy counsels abide,
Beautiful Grange that we love.

The American Farm Bureau Spirit

(Copyright 1930, by American Farm Bureau Federation. Used by special permission.)

'Neath the great blue dome of heaven,
Lies a country fair and free,
With its fertile hills and valleys,
Stretching out from sea to sea;
And a grateful nation rises
To consecrate the toil
Of the noble men and women,
Who have beautified its soil.

Chorus

There's a guiding ray that leads the way
As farmers forward go,
We love the name of world-wide fame,
The American Farm Bureau.
Farm Federation, the watchword of our nation,
United we, in strength shall be
Throughout this glorious land.

From the cotton growing Southland,
To the northern fields of grain,
From the eastern farms and dairies,
To the western fruited plain,
Through the realm of agriculture,
Advancing fearlessly,
Moves the great Farm Bureau spirit
Of progressive unity.

From the train of covered wagons,
Blazing out a western trail,
Has come the inspiration,
Ever conquer! Never fail!
On a sea of changing billows,
Like a mighty galleon,
Sails the Ship of Agriculture,
To the port of Unison.

Like an army undivided,
True and loyal to a man,
May the farmers be united
In a great concordant plan;
Then the pow'rs that make a nation
Shall go forward hand in hand,
While Jehovah from His heaven
Pours a blessing o'er the land.

Hail the FFA!

(Copyright by National FFA. Used by special permission.)

Sing! Oh sing a song of action!
Sing the song of FFA!
Hail! Oh hail the Future Farmers!
Learners of the better way.
With our faith in agriculture and
Our love of country life,
We will work together daily,
One in purpose, free from strife.

Chorus

Let the cities rise in splendor,
Let the factory workers toil.
We're the lads who turn the furrow
And our faith is in the soil.
We are building, ever building,
For a brighter farming day.
Future leaders of a nation,
Hail! Oh hail, the FFA!

Sing! Oh sing a song of service!
Sing the song of FFA!
Hail! Oh hail the Future Farmers!
Leaders trained to point the way.
Living, learning, earning, serving;
With a heart and vision true,
In our work and recreation, we are
Helping others too.

Sing! Oh sing a song of progress!
Sing the song of FFA!
Hail! Oh hail the Future Farmers!
Builders of a better day.
By our study, thrift, and labor;
With our pride in work well done,
We will honor our vocation in the
Days that are to come.

Fun Song

(Tune: "Auld Lang Syne")

(Used by special permission of National FFA)

We're here for fun right from the start,
This "Future Farmer" gang.
Just laugh and sing with all your heart,
Put it over with a bang.
May other meetings be complete,
But this one be the best.
Join in the songs we sing just now;
Be happy with the rest.

Dreaming

(Reminiscent of Liebestraum.)

This is a song which will live, and was one of the first original 4-H club songs to be published. Every 4-H club in America should learn to sing it.

(Copyright—Words by Fannie R. Buchanan. Music by Rena M. Parish. Used by special permission. Music with words may be obtained for 25 cents a copy from the Home Publishing Company, Grinnell, Iowa.)

My home must have a high tree
Above its open gate,
My home must have a garden
Where little dreamings wait,
My home must have a wide view
Of the field and meadow fair,
Of distant hill, of open sky,
With sunlight everywhere.

My home must have a friendship
With every happy thing,
My home must offer comfort
For any sorrowing;
And every heart that enters
Shall hear its music there,
And find some simple beauty
That every life may share.

My home must have its mother,
May I grow sweet and wise.
My home must have its father
With honor in his eyes;
My home must have its children;
God grant the parents grace
To keep our home, through all the years,
A kindly, happy place.

Club Round

Hoe, hoe, hoe your row,
Hoe some every day.
Merrily, merrily, cheerily, cheerily,
Half our work is play.

Can, can all you can, etc.
Bake, bake all you can, etc.
Sew, sew all you can, etc.
Grow, grow all you can, etc.
Plant, plant all you can, etc.

A Plowing Song

A rousing 4-H club song for boys. Both music and words reflect the spirit of true club members.

(Copyright—Words by Fannie R. Buchanan. Music by Rena M. Parish. Printed by special permission. Music with words may be obtained for 25 cents a copy from the Home Publishing Company, Grinnell, Iowa.)

A growing day, and a waking field,
And a furrow straight and long;
A golden sun, and a lifting breeze,
And we follow with a song.

Chorus

Sons of the soil are we.
Lads of the field and flock;
Turning our sods,
Asking no odds,
Where is life so free?
Sons of the soil are we,
Men of the coming years.
Facing the dawn,
Brain ruling brawn,
Lords of our lands we'll be.

A guiding thought, and a skillful hand,
And a plant's young leaf unfurled,
A summer's sun, and a summer's rain,
And we harvest for the world.

Um and a Little Bit More

I want to be a jolly girl, um and a little bit more,
I want to be a camping girl, um and a little bit more,
I'd like to be a (club girl) and then I'll ask no more,
For I'll have all that's coming to me, um and a little bit,
um and a little bit, um and a little bit more.

I'd like to be a friend of yours, um and a little bit
more,
I'd like to be a pal of yours, um and a little bit more,
I'd like to be a little flower, growing round your door,
I'd like to give you all that I've got, um and a little
bit, um and a little bit, um and a little bit more.

I'd like to be a friend of yours, um and a little bit more,
I'd like to be a pal of yours, um and a little bit more,
I'd like to be a bumble bee, buzzing round your door,
You'd get all that's comin' to you, Z and a little bit,
Z and a little bit, Z and a little bit more.

Hail! Hail! The Club's All Here!

(Tune: Hail! Hail! The Gang's All Here)

Hail! Hail! The Club's all here!
Do we like our Club Work? Yes, we like our
Club Work.

Hail! Hail! We're full of cheer!
Do we like our Club Work? YES!

Hail! Hail! The Club's all here!
Ev'ry one a winner, ev'ry one a winner.
Hail! Hail! The Club's all here!
We're ready for a good time now!

Hail! Hail! The Club's all here!
Ev'ry one a winner! Hear that call for dinner?
Hail! Hail! The Club's all here!
Can't we have our dinner now?

4-H Club Work

(Tune: Jingle Bells)

Club work girls, club work boys,
Club work every day,
Oh, what a joy it is to work
And, oh, what fun to play!
Head and heart, hand and health,
That is what we say,
Stands for Club Work everywhere
In our good old U. S. A.
(Repeat whole song.)

The Chigger Song

Oh, there was a little chigger,
And he wasn't any bigger
Than the point of a very small pin;
But the lump that he raises
Just itches like the blazes,
And that's where the rub comes in.
Comes in, comes in,
Oh, that's where the rub comes in,
The lump that he raises
Just itches like the blazes,
And that's where the rub comes in.

Grace Songs

(Tune: Old Hundred)

Be present at this table, Lord,
Be here and everywhere adored;
These mercies bless, and grant that we
May dine in paradise with Thee.

For Health and Strength

For health and strength and daily bread,
We praise Thy name, O Lord.

Praise for Bread

Morning has come, the board is spread,
Thanks be to Him who giveth bread.
Praise God for bread.

O Give Thanks

O give thanks, O give thanks, O give thanks unto
the Lord.
For He is gracious and his mercy endureth, endureth
forever.

Let's Get Acquainted

(In the Louisiana Community Bulletin)

(Tune: Tipperary)

It's a good time to get acquainted,
It's a good time to know
All the hustlers and all the live ones,
That are here to make things go.
Good-bye chilly shoulders,
Good-bye, glassy stare,
When we all join hands and pull together.
We're sure to get there.

Hello, Hello, Hello, Hello

Hello, Hello, Hello, Hello!
We're glad to meet you,
We're glad to greet you,
Hello, Hello, Hello, Hello

A Greeting Song

(By George L. Farley, Massachusetts State Club Leader)

(Tune: Auld Lang Syne)

We're always glad to meet new friends,
Our greetings all to you,
We cannot all shake hands you see,
So here's our "How d'ye do."

The More We Meet Together

(Tune: Ach Du Lieber Augustine)

The more we get together, together, together,
The more we get together, the happier we are,
For your friends are my friends and my friends are
your friends.
The more we get together the happier are we.

Welcome Song

How do you do....., how do you do?
How do you do....., how do you do?
We welcome you with cheer
And we hope you like it here;
How do you do....., how do you do?

Mistress Shady

O Mistress Shady, she is a lady
She has a daughter, whom I adore;
Each day I court her, I mean the daughter,
Ev'ry Sunday, Monday, Tuesday, Wednesday,
Thursday,
Friday, Saturday, Sunday afternoon at half-past four.

Forever Boosting Club Work

(Tune: I'm Forever Blowing Bubbles)

We're forever boosting club work,
Boys' and girls' clubs everywhere;
Our aim is high,
We'll always try
To keep our banner in the sky.
Achievement is our watchword.
The four-leaf clover rare
Means health and happiness forever—
Boys' and girls' clubs everywhere.

The Crocodile

Oh, she sailed away on a sunny summer's day,
On the back of a crocodile.
"You see," said she, "he's as tame as he can be,
I'll speed him on down the Nile."

The croc winked his eye as she bade them all
goodbye,
Wearing a happy smile.
At the end of the ride, the lady was inside,
And the smile was on the crocodile.

Good-Night, Ladies

Good-night, ladies! Good-night, ladies!
Good-night, ladies! We're going to leave you now.

Chorus

Merrily we roll along, roll along, roll along,
Merrily we roll along, o'er the dark blue sea.

2nd verse: Farewell, ladies . . . etc.

3rd verse: Sweet dreams, ladies . . . etc.

It Isn't Any Trouble

(Tune: Battle Hymn of the Republic)

It isn't any trouble just to s-m-i-l-e,
It isn't any trouble just to s-m-i-l-e,
Whenever you're in trouble,
It will vanish like a bubble,
If you'll only take the trouble just to s-m-i-l-e.

*(Repeat, using l-a-u-g-h, g-r-i-n-grin,
ha, ha, ha, ha, ha.)*

Chorus

Glory, glory, hallelujah!
Glory, glory, hallelujah!
(Last three lines of verse.)

Did You Ever See a Lassie?

Did you ever see a lassie, a lassie, a lassie,
Did you ever see a lassie do this way and that?
Do this way and that way, and this way and that way.
Did you ever see a lassie do this way and that?

The Worst Is Yet to Come

(Tune: The Farmer's in the Dell)

The worst is yet to come,
The worst is yet to come,
Wait for the speeches, boys,
The worst is yet to come.

Along Came a Spider

Along came a spider
And climbed up a spout;
Down came the rain
And washed the spider out.
Out came the sun
And dried up the rain,
And the little brown spider
Climbed up the spout again.
(Motions imitating *spider*, *rain*, etc.,
make this song more interesting.)

Ninety-Nine Miles From Home

We're ninety-nine miles from home.
We're ninety-nine miles from home;
We walk a mile, we rest awhile;
We're ninety-eight miles from home.

We're ninety-eight miles from home.
We're ninety-eight miles from home;
We walk a mile, we rest awhile;
We're ninety-seven miles from home.

(Repeat, subtracting a mile each verse, till the last—
And now we're at home.)

Feed the Donkey Hay

When you meet a donkey go and buy some hay;
If you do not feed him you will hear him say,
Hee haw, hee haw, hee haw, hee haw, hay.

A Gymnastic Relief

(Tune: Till We Meet Again.)

Smile awhile, and give your face a rest,
(All smile)

Stretch awhile and ease your weary chest,
(Arms to side)

Reach your hands up toward the sky,
(Hands up)

While you watch them with your eye,
(Heads up)

Jump awhile and shake a leg there, sir,
(Jump lively)

Now step forward, backward—as you were,
(Step back and forth)

Then reach right out to someone near,
(Shake hands with neighbor)

Shake his hand and smile.

Round

Chew, chew, chew your food,
Quietly through each meal;
The more you chew, the less you eat,
The better you will feel.

Parting Song

Pals, goodnight!
Now the light
Of the day fades away
To moonlight rays.
May you dream
Sweet dreams
Pals, goodnight!

Taps

Day is done, gone the sun
From the lakes, from the hills, from the sky.
All is well, safely rest, God is nigh.

Scout Songs

The Scouter's Song

(Melody: Among My Souvenirs)

When a Scout I cease to be
A man I've grown to be
I want to find again
 Among my memories
"A Good Turn every day,
Fairness in work or play,
The Oath kept faithfully,"
 Among my memories.
I want my treasure chest
Filled full of memories blest—
That I have done my best
Will give me consolation.
I want the world to see
The Scout that used to be
And lives eternally
 Among my memories.

A Scout Leader's Prayer

(Tune: "Marcheta")

Our Father in Heaven
Above us, we ask Thee
For guidance in our daily task.
May virtue and manhood
Stand strongly amongst us.
To thee we give all of our thanks.
The Scout Oath, the Scout Law,
Their lessons unfolding
To our youth, in numbers untold,
Our Motto, our Good Turn,
May we live it and teach it,
Great Spirit of Scouting, we pray.

Boy Scout Sons

(By Lone Scout Kenneth Rollins, Shelbyville, Mo.)
(Tune: Yankee Doodle)

We are the Boy Scouts of today,
We make the future nation;
To do a good turn every day,
This is our great ambition.

Chorus

So let us join the B. S. A.
We'll have the grandest time,
We'll fish and swim and work and play,
And win some honors fine.

At first you're just a Tenderfoot,
But only take your time,
And soon you'll be an Eagle Scout,
And still you'll want to climb.

Girl Scouts Are We

Let us join our voices clear and strong—
Scouts are we, Scouts are we.
Of Sakajawea sing a song,
Tell her deeds joyfully.

Indian maiden scout who led the way,
Trained to know, trained to know,
Heard the call to service in her day,
Long ago, long ago.

Hail to Sakajawea,
Hail to Sakajawea,
Hail to Sakajawea,
Hail to Sakajawea,
Pray that brave, skillful, true,
Like her, we may be too,
Girl Scouts are we.

Pray that brave, skillful, true,
Like her, we may be too,
Girl Scouts are we.

Club Yells

(Change wording to suit your group)

Razzle dazzle; never frazzle;
Every thread of wool,
Altogether, altogether;
That's the way we pull.
Club boys—club boys.

Who are we? Who are we?
We are club girls, don't you see?
Full of ginger, full of pep,
We're for club work, you just bet.

2-4-6-8
Whom do we appreciate?
(Name yelled three times)
1-2-3-4, 3-2-1-4,
Who for, what for?
Who're we going to yell for?

That's the way to spell it,
Here's the way to yell it—

*The name of county may be substituted.

W-h-o-o-o-e-e, yow!
(Shrill whistle)
(Yell) Boom!
Club boys! Club girls!

Say!
Say what?
That's what!
What's what?
That's what they all say!
What do they all say?
Club work, club work, club work!

Boomer lacker, boomer lacker.
Bow, wow, wow!
Chicker lacker, chicker lacker!
Chow, chow, chow!
Boomer lacker, chicker lacker,
Who are we?
Club boys Club boys,
Can't you see?

A-M-E-R-I-C-A!
Boy Scouts! Lone Scouts!
U. S. A.

Ssssssssss! (*Long sizzling sound or whistle*)
BOOM! (*loud*) Ahhh! (*softly*)
Lone Scouts! (*followed by rapidly clapping hands.*)

Nails and tacks,
Rails and cracks,
Our Lone Scouts are
Cracker-jacks!
Yeah! Lone Scouts!

Tutti-frutti, Punch and Judy,
Our Scout Tribe will do its duty.
Don't you worry, don't you fret,
Our Lone Scouts will get there yet!

Locomotive—Spell the name of your county or club
over and over, getting faster each time. When the
spelling gets too fast for the crowd to keep together
on it, end the yell with a loud YEA!
.....!!!! etc.

Cold water, warm water, hot water, steam
Hot dog, hot dog; look at our team
Yea! fight! fight! fight!
(*Name club or school*)

When you're up—you're up,
When you're down—you're down,
When you're up against
(*name of school or club*)
You're upside down!

Split your county, club or chapter name, one side
yelling half, the other side the rest. Do this three
times, then all together spell the whole name:

M-O-N R-O-E
M-O-N R-O-E
M-O-N-R-O-E

Hymns

Holy, Holy, Holy

Holy, holy, holy, Lord God Almighty!
Early in the morning our song shall rise to Thee;
Holy, holy, holy, merciful and mighty,
God in Three Persons, blessed Trinity!

Holy, holy, holy, all the saints adore Thee,
Casting down their golden crowns around the glassy
sea;

Cherubim and seraphim falling down before Thee,
Which wert, and art, and evermore shall be.

Holy, holy, holy, though the darkness hide Thee,
Though the eye of sinful man Thy glory may not see;
Only Thou art holy; there is none beside Thee,
Perfect in pow'r, in love, and purity.

Holy, holy, holy, Lord God Almighty!
All Thy works shall praise Thy name in earth, and
sky, and sea;
Holy, holy, holy, merciful and mighty,
God in Three Persons, blessed Trinity!

Joy to the World

Joy to the world! the Lord is come;
Let earth receive her King;
Let every heart prepare Him room,
And heav'n and nature sing.
And heav'n and nature sing.
And heav'n, and heav'n and nature sing.

Joy to the world! The Savior reigns,
Let men their songs employ,
While fields and floods, rocks, hills and plains,
Repeat the sounding joy.
Repeat the sounding joy.
Repeat, repeat the sounding joy.

He rules the world with truth and grace,
And makes the nations prove,
The glories of His righteousness,
And wonders of His love.
And wonders of His love.
And wonders, and wonders of His love.

The Church in the Wildwood

There's a church in the valley by the
wildwood,
No lovelier place in the dale;
No spot is so dear to my childhood
As the little brown church in the vale.

Chorus

(Oh, come, come, come, come)
Come to the church in the wildwood
Oh, come to the church in the dale;
No spot is so dear to my childhood
As the little brown church in the vale.

How sweet on a clear Sabbath morning,
To list to the clear ringing bell;
Its tones so sweetly are calling,
Oh, come to the church in the vale.

Silent Night! Holy Night!

Silent night! Holy night!
All is calm, all is bright
Round yon Virgin Mother and Child!
Holy Infant, so tender and mild,
Sleep in heavenly peace,
Sleep in heavenly peace.

Silent night! Holy night!
Shepherds quake at the sight!
Glories stream from heaven afar,
Heavenly hosts sing Alleluia;
Christ, the Savior, is born!
Christ, the Savior, is born!

Silent night! Holy night!
Son of God, love's pure light
Radiant beams from Thy holy face,
With the dawn of redeeming grace,
Jesus, Lord, at Thy Birth!
Jesus, Lord, at Thy Birth!

Blest Be the Tie

Blest be the tie that binds
Our hearts in Christian love,
The fellowship of kindred minds
Is like to that above.

Before our Father's throne,
We pour our ardent prayers;
Our fears, our hopes, our aims are one,
Our comforts and our cares.

When we asunder part,
It gives us inward pain;
But we shall still be joined in heart,
And hope to meet again.

God Be With You

God be with you till we meet again,
By His counsels guide, uphold you,
With His sheep securely fold you,
God be with you till we meet again.

Chorus

Till we meet, till we meet,
Till we meet at Jesus' feet;
Till we meet, till we meet,
God be with you till we meet again.

God be with you till we meet again,
'Neath His wings protecting hide you,
Daily manna still provide you,
God be with you till we meet again.

God be with you till we meet again,
When life's perils thick confound you,
Put His arms unfailing round you,
God be with you till we meet again.

God be with you till we meet again,
Keep love's banner floating o'er you,
Smite death's threat'ning wave before you,
God be with you till we meet again.

Faith of Our Fathers

Faith of our fathers, living still
In spite of dungeon, fire, and sword,
O how our hearts beat high with joy
Whene'er we hear that glorious word;

Chorus

Faith of our fathers, holy faith;
We will be true to thee till death.

Faith of our fathers, we will strive
To win all nations unto thee;
And through the truth that comes from God
Mankind shall then indeed be free.

Faith of our fathers, we will love
Both friend and foe in all our strife,
And preach thee, too, as love knows how,
By kindly words and virtuous life.

Lead On, O King Eternal

Lead on, O King Eternal,
The day of march has come;
Henceforth in fields of conquest
Thy tents shall be our home;
Through days of preparation
Thy grace has made us strong,
And now, O King Eternal,
We lift our battle song.

Lead on, O King Eternal,
We follow, not with fears;
For gladness breaks like morning
Where'er Thy face appears;
Thy cross is lifted o'er us;
We journey in its light;
The crown awaits the conquest.
Lead on, O God of might.

Day Is Dying in the West

Day is dying in the west;
Heav'n is touching earth with rest;
Wait and worship while the night
Sets her evening lamps alight
Thro' all the sky.

Chorus

Holy, holy, holy, Lord God of Hosts!
Heav'n and earth are full of Thee;
Heav'n and earth are praising Thee,
O Lord most high!

Lord of life, beneath the dome
Of the universe, Thy home,
Gather us who seek Thy face
To the fold of Thy embrace,
For Thou art nigh.

Come, Thou Almighty King

Come, Thou almighty King,
Help us Thy name to sing,
Help us to praise!
Father all glorious,
O'er all victorious,
Come and reign over us,
Ancient of days!

Come, Holy Comforter,
Thy sacred witness bear
In this glad hour!
Thou, who almighty art,
Now rule in ev'ry heart,
And ne'er from us depart,
Spirit of pow'r!

A GOSPEL OF BEAUTY

One of the most gifted and eloquent Americans of the past 50 years was the famous poet and lover of country life—the late Vachel Lindsay. And both because of our interest in enriching rural community life and because of our interest in stimulating a nobler rural culture, we commend to everybody a little message, “The New Localism,” which formed a part of his “Gospel of Beauty” which Lindsay distributed to friends in the South many years ago:

“The things most worth while are one’s own hearth and neighborhood. We should make our own home and neighborhood the most democratic, the most beautiful, and the holiest in the world. The children now growing up should become devout gardeners or architects or landscape architects or teachers of dancing in the Greek spirit or musicians or novelists or poets or story-writers or craftsmen or wood-carvers or dramatists or actors or singers. They should find their talent and nurse it industriously. . . . They should, if led by the spirit, wander over the whole nation in search of the secret of democratic beauty with their hearts at the same time filled to overflowing with the righteousness of God. Then they should come back to their own hearth and neighborhood and gather a little circle of their own sort of workers about them and strive to make the neighborhood and home more beautiful and democratic and holy with their special art. . . . They should labor in their little circle, expecting neither rewards nor honors.”

SOCIALS

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CHAPTER 1

Socials for All Occasions

Play to live—not live to play.—Selected.

Rural young folks have seldom lacked opportunities for varied recreational activities. In summer, for example, there must be something lacking indeed with any group of farm boys and girls who cannot entertain themselves, what with baseball, tennis, swimming, picnics, ice cream socials, camps, horseback riding, boating, and other outdoor affairs of all kinds. And in addition to those, the social gatherings in their communities about which boys and girls have told us have included BTU, Epworth League, and Christian Endeavor socials; bicycle and hay riding and moonlight hikes; spelling bees and debates; class parties; wiener roasts; all kinds of athletics, including archery; watermelon cuttings; cane chewings; tacky parties, house parties; social clubs meeting in rotation at homes of members; popcorn poppings and peanut parchings at different homes; Sunday night singings at different homes; fish fry, oyster roast, or chicken stew at tobacco barn while owner is curing tobacco; candy pulling and wood sawing, boys doing sawing, while girls make candy, with games afterward; cake-walks; egg boilings; school and church plays; quiltings followed by games or refreshments; birthday parties; skating and snowballing parties and sleigh-riding; kid parties with appropriate games and refreshments; barn dances; apron hemmings; holiday festivals and parties, such as Washington's Birthday, May Day, Halloween; flower hunts; fruit suppers; serenades for new arrivals in the community; candy breakings or pullings; pound parties, with everyone taking a pound of something to eat; kodaking; sunrise parties, with swimming and breakfast.

Boys and girls themselves from all over the South have reported these as some of the best ways of providing winter entertainment without a lot of money:

Egg boilings, school and church plays, quiltings followed by games or refreshments, skating, snowballing and sleigh-riding parties, kid parties with appropriate games and refreshments, barn dances, popcorn poppings, serenades for new arrivals in the community, candy breakings or pullings, pound parties (everyone taking a pound of something to eat), hay rides, church socials, horseback riding, wiener roasts, tacky parties, peanut parchings, candy pulling and

Special recognition for their part in the preparation of the chapters on social activities is due Edythe Saylor, Johnnie Hovey, Kathryn Gunter, O. B. Copeland.

wood sawing (boys doing sawing while girls make candy. Have games afterward), singings.

The great fault with rural social activities has been their irregularity and lack of planning so that altogether rural folks have known far too little about play and relaxation. Rural leaders might well remember too that people who know how to play together are likely to cooperate in meeting vital community economic and educational needs. People work together as they understand each other better, and they understand each other better as they mix and mingle in group activities. The chief aim, then, of this and the next five chapters, is to provide material upon which regular and live socials can be built.

Howard Braucher, president of the National Recreation Association, has said: "Those recreation activities are most important which most completely command the individual so that he loses himself in them and gives all that he has and is to them." The first essential in carrying out a good recreational program is a good leader, and L. R. Harrill, state club leader in North Carolina, gives these ten essentials on leading recreational activities:—

1. Know your program.
2. Build your program.
3. Make play continuous and snappy.
4. Lead, not push—get in it yourself and play; have assistant leaders if group is large.
5. Make your directions simple, clear, and as brief as possible.
6. Demonstrate as you explain.
7. Insist on fair play.
8. Never lose your temper.
9. Stop the game at the height of its interest.
10. Make people want to play and see that everybody has a good time.

In building their programs, leaders should keep in mind the season, ages, probable size of group, sex, conditions under which social will be held, and whether strenuous or quiet games will be best. A group, for example, that comes to a party after a hard day's work is not likely to participate enthusiastically in active games. Play no game that will humiliate anybody. A stunt that turns the joke on all of a group is fun but personal jokes should not be played. Use all day suckers, tough gum drops, etc., for prizes—nothing that might hurt a person's feelings.

The ingenuity of recreation leaders can go far toward making parties, socials, etc., a success. We know of one leader who in a Washington Birthday party used hackberries for cherries, and very successfully too. The old game of pinning the donkey's tail, or

putting a bell on the cow can be varied endlessly to suit the community. Perhaps it might be putting a watermelon on a farmer's shoulder, a plow hand to the plow handles, a mule to the wagon, a pitcher of buttermilk on the table. The alert leader can put extra punch into many old established party ideas by adapting them to his or her local group.

In this chapter will be found plans for parties for special seasons as well as a number of socials good for any season. In chapter 3 are practical outlines for money-making socials. Other chapters in this section give detailed instructions for over two hundred games, races, stunts, and folk dances for gatherings for all occasions.

Leaders should remember in planning socials that the games listed are only suggestive. From the great variety of games, stunts, tricks, etc., in the next chapter others more suitable for local needs may be found.

Parties for the Seasons

Watch Night Party for January

Cupid's Party for February

Frontier Party for February

St. Patrick's Party for March

Easter Party

Rainy April Party

Make Fun and Funds on May Day!

June Garden Party

Fourth-of-July Party for Children

August Swimming Party

Off to School Party for September

Halloween Hayride

A Pilgrim Party for November

Yuletide Party for December

Watch Night Party for January

A New Year's party is a good time to get the gang together to start the New Year off happily.

Invitations

Prepare your invitations by cutting a paper pattern into the shape of a man's pocket watch. Place the stem of the paper watch pattern on a folded sheet of paper where the invitation can be written inside the watch. The outside appears as a watch face with the hands placed at the starting time of the party.

*This little clock's inviting you—
Ring out the old, ring in the new.
We think we'll have a gay affair
And surely hope that you'll be there.*

Time..... Place.....

December 31

Decorations

Leave up your Christmas decorations but use a large cardboard clock surrounded by greenery in a prominent place. Place other clocks about the room.

Games

Name and Shake is a good game to play while the crowd is gathering. Give each person 15 beans as he enters and tell him that he must introduce himself and shake hands with the other people in the room. The person introducing himself *first* will secure a bean from the other person. When time is called, the one having the greatest number of beans will be awarded a bag of jelly beans.

Time Passes.—Divide the group into equal lines. Place candles and matches on two chairs at the end of the room. At a signal from the leader the heads of the lines run to the chairs and light their candles. They must return to their respective lines, running with the lighted candle, and give it to the next person in line. If the candle goes out, it must be relighted at the starting place before the runner can proceed. The line finishing first with a lighted candle is the winner.

New Year's Resolutions.—Give each guest a card with letters NEW YEAR written down the side. They are to write New Year's Resolutions for the person sitting on their *right*. Each word must start with letters on their card. For example:

Never be late

Eat like a canary

Wear old clothes

Yawn not tonight

Earn less so I'll be happy

Always be late

Rarely be right

Time is called after 10 minutes has elapsed. Everyone is requested to pass his card to the *right*. The cards are to be kept turned over so the reader will not have a chance to read it until called on. The reader is to say "I shall" or "I shall not" keep the following resolutions.

Award the cleverest person a calendar for the new year.

Musical Mixture.—Form two circles—girls in the inside circle; boys, the outside circle. Have circles slide to music in opposite directions. When the music

stops, the players in the two circles face each other. When the music starts again, the players continue sliding until the music stops, giving each one a new partner. Continue this as long as you like but stop the game before the players lose interest.

Fortune.—The fortuneteller should be dressed in a gypsy costume and have a tent for her business. The players are blind-folded before entering to have their fortunes told. The gypsy has each guest place his hand in one of the three bowls on the table. If he puts his hand in bowl 1 (muddy water) misery and divorce is his lot. Bowl 2 (clear water) means happy married life is in store for this one. Bowl 3 (empty) indicates single blessedness will be this one's fate.

Watch Contest.—Here is a pencil and paper game for which the parts and features of a watch will give the answers. (prize—dime-store watch.)

1. When does a young man's fancy turn to love?
2. Small boys prefer 'em dirty.
3. There is safety in them.
4. Waits for no man.
5. Lawyers seek one.
6. What father does.
7. Part of a flower.
8. They can never be first.
9. Sometimes found on cattle.
10. A sign of honesty.
11. A musical group.
12. The number that increases the value of your watch.

Answers.—1. Spring; 2. hands and face; 3. numbers; 4. time; 5. case; 6. works; 7. stem; 8. seconds; 9. tick; 10. an open face; 11. band; 12. jewels.

Refreshments

Serve before midnight: gingerbread, nuts and apple cider.

Sing—*Auld Lang Syne* by Robert Burns.

Cupid's Party for February

Invitations

Cut out large arrows from red paper and write the invitations on them. You might say, "Let this arrow point you to the Smith's home at 7:30 p.m., Friday night, Feb. 14. You'll be sorry if you do not heed the call of Cupid."

Cupid's Line

As each guest arrives the hostess pins on him a red heart with the name of a famous person written in white ink or pencil. Names may include well known persons in the community or characters from books, from history, from fairy tales, from movies, or any source you wish. Do not be troubled by the fact that the people lived hundreds of years apart in time. Girls may be given names such as Cleopatra, Juliet, Bette Davis, Iris, Martha Washington, Little Eva, Naomi, Mrs. Roosevelt, Greer Garson, Pocahontas, Mrs. Gandhi, Madame Curie, Queen Elizabeth, Mrs. Wiggins, Sister Kenney, Joan of Arc, Ma Perkins, Mary Queen of Scots, Lily Pons, Dorothy Dix, Lady Astor, Portia, Kate Smith, Queen Victoria, Margaret Truman, or Cornelia Otis Skinner.

The boys could be named John Barrymore, Shakespeare, Ananias, Eisenhower, King George, Romeo, Mark Anthony, Julius Caesar, Ishmael, Stokowski, Fred Stone, Walter Winchell, Robert Burns, Molotov, John Barleycorn, Fred Astaire, Augustus, Alfred Lord Tennyson, John Bull, Patrick Henry, Charlie Chaplin, Abraham Lincoln, Lord Beaverbrook, Charles Dickens, Alfred Lunt, Gary Cooper, Lone Ranger, Walt Disney, or Alan Ladd.

As each person gets a name he stands in a receiving line to greet the guests. As soon as a guest has gone down the line meeting all of these famous persons, he takes his place at the end of the line to meet the next famous guest. The hostess might take the name of Emily Post and the host St. Valentine. During the lull when no guest is going down the line people might converse with their neighbors attempting to tell the stories of their lives, modern style. After practically all of the guests have arrived the line is broken up.

Cupid's Alphabet

Pass out a set of red hearts and a set of white hearts. On each one in the opposite color a letter of the alphabet is printed. If there are only forty guests you might omit J, K, Q, W, X, and Z. If there are less than forty guests omit other letters. All persons with red hearts get together and those with the white hearts form another group. The hostess pronounces a word. The people with letters contained in that word immediately run forward and spell the word by holding their letters in front of them in the proper order. The side spelling the word correctly first gets a point. Mother might be the judge. Good words with certain romantic connotations which might be spelled are—heart, beau, candy, lovers, Aphrodite, amorist, dainty, beauty, courtship, fond, Venus, loving, suitor, amour, dulcet, love, and

many others. Be careful not to have words containing letters not held by anyone. If a word has a double letter that may be represented by the person waving the heart. *However, words containing the same letter twice in different parts of the word should be avoided.* The side having the most points at the end of a given time gets a bag of candy hearts to eat.

Cupid's Theatre

Keep the same sides and give each side five minutes to dramatize a famous love scene from history or current high school happenings, the movies, or from the comic strips.

Cupid's Partner

Give the boys slips of paper telling them to do certain things. For instance they may be things like the following:

Stand in the corner and rub your head against the wall.

Get down on your knees and look under the rug.

Go to the window and try to raise it.

Go to the window and pull up the curtain.

Sit down and rock yourself to sleep.

Go stir the fire in the fireplace.

Stand on one foot in the middle of the floor.

Get down on all fours and bark like a dog.

Sit with your face to the wall.

Zoom around the room like an airplane.

Turn a chair upside down and sit on it.

Put your coat on backwards.

You can probably think of many more things to do. Then give the girls slips of paper that read: Find the boy who is standing in the corner rubbing his head against the wall, etc.

Cupid's Dressmaker

When everyone has found her partner, pass out many newspapers and pins to each boy and tell him to dress up his partner in the very latest style. The girl can help in this. Allow about 15 to 20 minutes for this and then have a fashion parade. Anyone whose dress falls off or comes apart is disqualified. The best dressed person might be given a prize of a heart-shaped pin from the ten-cent store for his lady love.

Cupid's Journey

Everyone sits down and a person who has been told how to play the game leaves the room. The group decides where it would like to travel and then calls the other person in. The hostess says,

"We have decided to go on a mysterious journey tomorrow and want to know if you can guess to what place we are planning to go." She then begins naming a lot of places and asking if that is the place to which they are going. The guesser keeps saying, "No," until the correct place is named and then he says, "That is where you are going." *The secret lies in the name of the place that was mentioned just before the correct one. It is always a place that has the name of an animal in it—Buffalo, Dogwood, Catskill Mountains, Ducktown, St. Bernard (Ohio), Horse-shoe Falls, Elkhart, Eagle Pass (Texas), Beaver Dam, or Turtle Creek. Try this several times and when someone in the crowd thinks he has solved the mystery, let him go out and come back and try to guess.*

Cupid's Prophecies

Give each person a piece of paper and a pencil. They each write down the name of a person in the room, the boys writing the name of a girl, and the girls writing a boy's name. Turn the paper down so that the name cannot be seen and pass the paper to the next person on the left. That person writes the name of someone from the opposite sex, it may be a person present or absent, living or dead, or mythological. The papers are then turned down again and passed on to the left. Each person now writes the name of a place. Turn this down and pass to the left. The next person contributes the name of an occupation. The following person adds another occupation. Now write the supposed remark that the boy makes, the next person adding what the girl said, and the last person putting down what happened. Each person may now unfold the paper and read what he has or papers may be collected and read by one person. We find that Mary Smith met Santa Claus at the Vatican. She was washing her hair and he was flying a kite. He said, "I got an A in Mathematics." She said, "I don't believe in the Easter rabbit," and the result was the discovery of the Einstein theory. Others will be more ridiculous.

Cupid's Nectar

While the prophecies are being read refreshments may be served. Inexpensive red punch may be made from raspberry jello. For a gallon of punch dissolve two packages of raspberry jello in one gallon of water and add the juice of three oranges and three lemons. Cookies cut in heart shapes and frosted with pink icing or sprinkled with pink sugar are attractive.

Frontier Party for February

What would be more appropriate for Lincoln's birthday than a frontier merrymaking with everyone in costume playing frontier and "old timey" games.

Invitations

Write the following invitations on crumpled, torn, brown, wrapping paper. Place in homemade envelopes made of the same paper, or deliver without envelopes. Little brother and sister might dress up in cowboy suits and deliver the notes with proper shooting of cap pistols instead of ringing doorbells or using the mail boxes.

You all come to our house after the set of sun,
You all come to our house, we'll have a lot of fun.
Dress just like your grandpap did
Or, like your grandmaw when she wed,
We'll turn the clock to former years
So come along and have no fears.

Time..... Date..... Place..... Hostess.....

As you have a chance encourage your guests to ransack their attics and find dresses and suits worn a hundred or more years ago.

Pre-Opening Game

As boys and girls arrive give them each 15 kernels of corn. They go up to another guest and engage in conversation, trying to make the other person use the words "I," "My," "Me," "Yes," or "No." Each time either person uses one of these words, he must forfeit a grain of corn to the other person. The hostess or an appointed helper stands at the door and explains this simple game to each guest as he arrives. After a certain length of time, when you think all the guests have arrived, the game is stopped and each person counts the number of kernels of corn he has. The person having the most corn may be awarded a small sack of candy corn or he may be allowed to be the teacher in the spelling bee that follows.

Spelling Bee

Pass out red and green cards which are numbered consecutively. The reds line up on the right in order and the greens on the left side of the room. A list of words should have been prepared beforehand—words with local meanings or old-fashioned words—frontier, beau, logging, pioneer, coal scuttle, crocheting, millet, coyote, Indian, scutcheon, warrior, homespun, hoedown, pannier, antimacassar, cipher, guitar, rail-splitter, fichu, brocade, etc. This list is given to the leader who asks the first person in the red line to

spell the word. If he spells it correctly his side gets a point, if incorrectly the first person on the green side attempts it. Words alternate to each side, the person spelling the word getting a point for his side. When each person in both lines has had a chance to spell a word, start over again. The time spent in this activity will vary with the number of people in each line and the interest. Every participant should have at least one chance to spell and better two chances. At any rate, each side should have the same number of opportunities to spell words. Just before interest lags, total the number of points on each side. The members of the winning side are dubbed the "Intellectuals" or the "Literati" and for the rest of the evening before anyone on the opposite side can speak to any one of them, he must bow low. This is all the more fun if someone on the winning team missed a word and the person on the opposite team has to bow to him.

Peanut Hunt

Each side now gets together and elects a "Grub Getter." Before the guests arrived, peanuts were hidden all over the part of the house that was to be used for the party. Each side now hunts peanuts but no one can touch a peanut when found excepting the "Grub Getter." The red side will call their "Grub Getter" by high pitched squeals. The greens call theirs with low growls. Each "Grub Getter" runs to collect the peanuts his side has found. After most of the peanuts have been found and gathered in, the sides count their treasures, and the side winning has the most to eat.

Divided Activities

Now divide the reds into odds and evens according to their numbers and the greens the same way. This will make four groups. One group goes to each of the following places for the following activities:

Red Evens go to the hall or to one corner of the room where there is a big pig drawn on wrapping paper or a piece of white cloth. Each person is given a paper ear. One by one they are blindfolded and told to pin the ear on the pig. The tallest boy in this group can take charge of the group. Having two blindfolds and an assistant will make the game move faster.

Red Odds go to another corner of the room where there are three different size bowls sitting in each other with a cup in the center. One bowl may be quite large or might even be a wash tub. Another might be a bucket. Each guest is given five grains of corn and takes his turn to see how many points he can get by tossing the corn into the bowls. Each kernel going into the cup scores nine points, into the

small bowl five points, into the middle bowl three points, into the largest bowl or tub one point. The smallest boy in the crowd is in charge of this activity.

Green Evens go to the third corner of the room. Here they find a chair turned upside down so that the four legs are slanting upward. Each person takes a turn pitching three fruit jar rubbers at the chair and trying to make ringers with each pitch. The tallest girl in the group takes charge of this game and keeps it moving.

Green Odds gather around the dining room table. Each person is given a sheet of paper and either a blue or a red crayon or pencil. As necessary they can change pencils. They are asked to draw the American flag. Care should be taken that there are no flags displayed around the house. It will be surprising to see the way stripes are located. Each person puts his name on his drawing and all sketches are collected to be displayed later. The shortest girl in the crowd can be in charge of this group.

After ten minutes a whistle is blown and all groups change places. This is continued until each group has been to each activity. Then an art exhibit of flags and one real flag is arranged in the dining room and the whole group votes on the best drawing.

Singing

Someone goes to the piano and starts playing some of the old songs and these are sung with motions and variations. For instance in singing "The Old Oaken Bucket" try the following actions:

How dear (*hand to forehead*) to my heart (*hand on heart*) are the scenes (*hands shading eyes*) of my childhood (*rock arms as if holding baby*).
When fond (*both hands folded under cheek*) recollections (*point to forehead*) present (*extend hands forward palms up*) them to view (*hands shading eyes*).

The orchard (*hands overhead like trees*), the meadow (*hand stretched in front, palms down*), the deep tangled wildwood (*roll arms quickly around each other in front of body*).

And every loved spot (*left hand extended, palm up, first finger of right hand pointed down perpendicular to left hand*) which my infancy (*rock the baby*) knew (*point to forehead*).

The Old (*close eyes and let head drop*) Oaken Bucket (*fingers curved, tips come together making a hollow circle*).

The iron bound (*one arm curved, other hand makes several circles in air*) bucket (*as before*).

The moss covered (*one hand palm down, other hand strokes it*) bucket (*as before*).

That hung (*reach up high with one hand, down with other*) in the well (*say last word instead of singing it*).

Another song that everyone knows is "John Brown's Baby Had a Cold Upon Its Chest." Use motions and pantomime each word. Each time the song is repeated omit one more word substituting the appropriate motion and holding the rhythm, until you are singing only "John" and making motions for the other words. The last time you sing it, do the motions only. If you want to revive the baby and bring it back to life, you can start the song over adding one more word each time.

A new version of "She'll Be Coming 'Round the Mountain When She Comes" has motions at the end of each line, and at the end of each verse you repeat all the motions in reverse order.

She'll be coming round the mountain when she comes (*throw both arms overhead and shout "Toot Toot"*).

We will all go out to meet her when she comes (*put your hand out and shout "Hi, Babe"*).

She'll be driving six white horses when she comes (*pull back and shout "Whoa, Whoa"*).

We will kill the old red rooster when she comes (*imitate chopping and shout "Chop, Chop"*).

We will have chicken and dumplings when she comes (*stroke stomach and shout "Yum, Yum"*).

She'll be wearing red pajamas when she comes (*whistle*).

She will have to sleep with grandma when she comes (*stretch and snore*).

Refreshments

For refreshments serve apple juice which has been heated or spiced punch, corn candy, and open faced sandwiches made from gingerbread. You can use gingerbread mix and put just a little more water with the mixture than the recipe calls for. This will make a thin batter. Spread with a mixture of cream cheese and salad dressing.

To close the party an old favorite of bygone days was to stand in a circle. Reach out on either side and grasp the hand of the second person on your right and on your left. Then everyone sings "Auld Lang Syne."

St. Patrick's Party for March

Invitations

For the invitations you might write on green paper with white ink or use green ink on white paper. Spatter print a shamrock in one corner of the card

using your green or white ink for paint. The invitation might read—

Sure and I'm having me a bit of a party at my house on March 17, and I'd like it right well if you would come at.....(time)
(Your name).....

P. S. Be sure to be a wearing something green in honor of our great Saint Patrick.

Kilkenny or Cork

As each guest arrives give him ten small pieces of green paper. He hides one or two pieces of paper in his left hand, holds it out to his neighbor, and asks, "Kilkenny or Cork?" Kilkenny stands for two pieces of paper, Cork for one. If the neighbor says, "Cork," the first person opens his hand and if there is just one piece of paper there, he must give it to his neighbor for guessing correctly. However, if there are two pieces of paper in his hand, the neighbor must give the first person two pieces of his paper, since he guessed incorrectly. This game continues until all the guests have arrived. If a guest gives away all of his bits of paper, he may borrow from the hostess, paying back when he has better luck. At the end of the playing time, the person who has the most bits of paper is awarded a bow of green ribbon to be worn in the lapel or the hair.

Bottle Fortunes

The guests stand in a circle. The hostess places a milk bottle on its side in the middle of the room, spins it and asks a question that can be answered by the name of a person. For instance she might say, "Tell me, Bottle, who in this room will be married first?" When the bottle stops spinning, it points to the one who will marry first. He steps up to spin the bottle and may ask, "Bottle, who will win the Future Farmer awards this year?" The game is repeated until practically everyone has had at least one chance to ask a question.

Green and White

The guests are divided into two teams by counting off. The even numbers are the green team, the odd numbers the white team. They stand in two rows about 10 feet apart, facing each other. The hostess throws up into the air a card which is white on one side and green on the other. If the card lands white side up, the people on the white side try to make the Greens laugh. They may make funny faces at them, laugh at them, make funny motions, tell funny stories, sing, or do anything they want to excepting that they may not touch them and each team must stay in its

own line. Any Green who laughs must go over to the other side. After about a minute of this the hostess cries, "Time," picks up the card and throws it up again. Every time the card lands white side up the Whites try to make the Greens laugh, and when it lands green side up the Greens try to make the Whites laugh. Sometimes the card seems determined to land on one side and the hostess may have to place it gently on the floor, the other side up.

Going to Dublin Town

Count off by threes this time. The number ones form a straight line one in back of the other and each person puts both of his hands on his hips with his elbows sticking out. One person puts only one hand on his hip for there should be one less elbow than persons in the outside circle. The number twos and threes form a circle around this line, everyone facing in the same direction. Someone plays the piano or beats on a pan to mark the rhythm while the people in the circle march around the outside of number one line. When the music stops everyone links his arm into the arm of someone in the number one line. It is not fair for more than one person to try to hang on to the same arm. The person who is left out drops out of the game and someone in number one line is told to put one arm down. Music starts again and the outside circle moves around again, stopping to link arms with the number one line. This is repeated, eliminating one person each time and taking one arm down each time. When each person in number one line has only one arm up, then begin to take one person out of the line. Finally the game gets to the place where two people are marching around one person trying to be in the right spot to link arms with the center person when the music stops.

Shamrock Drawing

While the guests are resting, blindfold one person, give him a green crayon and lead him up to a piece of wrapping paper which has been placed on the wall. Tell him to draw a shamrock. Number each piece of paper or put the person's name on it. After each guest has had a chance to draw a shamrock, have an artist exhibit and decide by popular vote who is the best artist. Award that person with a small green shamrock. This may be purchased in the favor department of a ten cent store.

Irish Policeman

The guests form a circle very close together with the person who won the drawing contest in the middle. Stand so close together that you are touch-

ing each other, with your hands behind your back. Keep the hands and arms in constant motion as if you were passing something around. The hostess hands one guest a newspaper rolled up. This is passed from hand to hand. The person in the center tries to guess who has it. As he points to the suspected person, that person must hold up both hands to show that he does not have the paper. If he does have it, he must go into the center. Whenever the person in the center has his back turned one of the policemen on the outside may swat him with the club. Of course he turns quickly around to try to catch the offender but by that time the paper club has been passed quickly around the circle.

Irish Magic

The hostess has a friend who knows how to play this game. The friend goes out of the room and everyone agrees upon some fairly short word which they want the other person to guess. The hostess holds in her hand an Irish pipe. She raps it on the table and calls to her helper to come back. She begins talking to the helper and pounding her pipe on the table to emphasize what she is saying. Very soon the correct word is guessed. We might take for an example the word "White." When the helper comes in the hostess says, "Well, do you think you can guess the word?" Then pretty soon she says, "How long do you think it will take you to guess it?" She then raps on the table three times and says, "Too long altogether" and raps emphatically twice. The helper knows from this that the first letter is "W" because the first sentence began with "W." She soon learns that the second letter is "H" since the second thing that was said to her started with "H." The hostess rapped three times to signify that the vowel was the third vowel in the alphabet. The letter following the vowel is "T" because the sentence she said after rapping three times started with a "T." Later she raps twice to signify "E." One rap stands for "A," four for "O" and five for "U." Repeat this performance and as soon as some other guest seems to catch on, let him go out and come back trying to guess. The fun will come if the hostess tries to be very casual in what she says and make her rapping sound natural.

Refreshments

Lemonade may be colored green with vegetable coloring. Cookies, cut in the shape of shamrocks and frosted with green sugar, are attractive. Another good dessert is made from green mint ice cream with chocolate fudge sauce and nuts. Sometimes green and white candy shamrocks are on the market. If

you can get shamrock or small clay pipe favors, these are attractive on the refreshment plate.

Closing Song

You might close the party by singing some Irish songs—My Wild Irish Rose, When Irish Eyes Are Smiling, or My Father and Mother Were Irish.

Easter Party

Weeks before your party, get your mother to be very careful when she uses eggs to break the shell as little as possible. Save all shells and put your invitation inside the shell. Paste the eggshell together with a strip of paper and draw or paint a design on the outside. Hand these eggs to your friends about four days before the party and tell them to look inside for an important message. Your invitation might read—

Old Bunny Rabbit's been to my house

A-laying lots of eggs;

They're red and green

And gold and cream.

Some are mottled, some are clean,

Some are hidden, some are seen.

Won't you come and help me find them?

Saturday, April.....at 2:30(name)

As the guests come in give each one a pencil and egg shaped piece of paper or cardboard. Pin a name on each person's back. You might use terms applying to Easter such as—egg, rabbit, nest, color, flower, new hat, new dress, lily, cross, church, dye, and others. Each person tries to keep everyone else from seeing the word on his back, and also tries to write down as many words as possible from others' backs. People are not permitted to stand against the wall or a post, but may hide their names by moving quickly. When all the guests have assembled, award a candy Easter egg to the person having the largest list of names.

Find the Rabbit

Before the party begins cut out as many paper rabbits as there will be guests. Number these so that one sixth of them will be 1, one sixth 2, etc. Hide them around the rooms used for the party. The guests hunt until they find a rabbit, then they sit down and wait until every one has found a rabbit. Guests gather into groups according to their numbers. Each group elects a "Peter Rabbit" to be the leader of their "nest." He keeps his nest scores.

Egg Race

Each Peter Rabbit appoints one person to represent the nest in the race. If the space is small the race should be run in two heats, three contestants first, then the other three, the winners running in the final heat. Give each contestant a teaspoon and a very cold, uncolored egg which has been boiled hard, but which he thinks is raw. Line contestants up at starting line with spoon and egg on the floor in front of each person. At a signal he is ready to stoop over, pick up the egg on the teaspoon without touching it with any part of his body, straighten up, carry the egg on the spoon to the opposite side of the room, turn around, bring it back and place it on the floor where he got it, all of the time not touching it.

Caution him about dropping the egg. The person getting back first wins and gets five points for his nest. The person coming in second gets three points.

Find the Eggs

Give each Peter Rabbit a typed list of these questions and see which nest can get the most answers correct. Each name contains a sound like "egg" in it.

1. Self-centered person Egotist
2. To enlarge upon Exaggerate
3. One who pleads Beggar
4. A Christmas beverage Eggnog
5. A small post Peg
6. A rose Eglantine
7. An exit Egress
8. Lights used in movies Klieg
9. A color Eggshell
10. A spice Nutmeg
11. To urge and tease Egg on
12. A container for beer Keg
13. A vegetable Eggplant
14. A trimming for a hat Egret
15. A part of a chair Leg

Award 5 points to the nest getting the most correct answers, 4 points to the next best, 3 points to the third, 2 points to the fourth, and 1 point to the fifth.

Egg Eating Contest

Each Peter Rabbit appoints one person to come forward to represent the nest. Each contestant is given a hard boiled egg and a paper napkin. On signal he peels the egg, being careful to put all the shells in the napkin. Eggs left over from the race may be used. Then he eats the egg and immediately whistles the first line of his school song or some other familiar tune. The contestant whistling first gets five points for his nest.

Easter Bunnies

Give each nest a pencil and a piece of colored paper with EASTER BUNNY printed on top. Give them five minutes to see which nest can make the most words from letters found in the words on the paper. (There are about seventy possibilities.) At the end of five minutes, each Peter Rabbit counts his words and reports. The one having the most words reads his list and everyone tries to find mistakes. The nests are scored five, four, three, two, and one points.

Eggshells

Peter Rabbit selects another person to represent his nest. The six contestants are shown the path that they must follow. Piles of books are placed in the path with an egg or two between each pile of books. Then all contestants are blindfolded and each takes a turn at walking along the path. As soon as blindfolds are securely fixed in place, remove eggs and substitute crackers. The sound of crunching crackers is irresistible. As soon as a contestant has had his turn, he may take his blindfold off and watch the fun. No points are scored for this race.

Points are now tallied and the nest having the most points is awarded a small nest of candy Easter eggs which they may eat themselves or share with the rest of the guests.

Egg Hunt

The guests now go out of doors and are told the boundaries for the egg hunt. Before the party, hide a colored Easter egg for each guest and one golden egg for the lucky one. The guests are told that the Easter bunny has hidden an egg for each one of them and then he laid a very special golden egg. Each guest must find a colored egg first before he starts to hunt for the golden egg. As soon as he finds one egg then he must not remove any other eggs from hiding but must try to find the egg of great price.

Easter Stunt

After the golden egg is found the guests assemble and sit down either indoors or out in the yard. While they are eating their eggs and waiting for refreshments they might try a coordination stunt. Take hold of the left ear with the right hand and with the left hand hold the nose. Now change. Change rapidly. When you can do that, try clapping your hands three times overhead between each change.

Refreshments

After all the egg eating, a good fruit punch will be very welcome. A pretty gelatin fruit salad with crisp wafers and olives, followed by something sweet might taste good.

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Little Peter Rabbit

Before the guests leave try Little Peter Rabbit to the tune of Glory, Glory, Hallelujah.

*Little Peter Rabbit had a fly upon his nose
Little Peter Rabbit had a fly upon his nose
Little Peter Rabbit had a fly upon his nose
And he flipped it till it flew away.*

Put your fingers and fists to your forehead to make ears for the rabbit. Wiggle them in time while singing "Little Peter Rabbit." On "fly" run fingers in front of face and on "nose" point to nose. On "flip" make motions of flicking fly from nose and on "flew" wave with both hands.

"Rainy" April Party

April is often thought of as the month of showers. So why not use "April showers bring May flowers" as your theme for an early spring party? Whether the day is clear or cloudy this party will bring cheer to your friends.

Invitations

These are written on an umbrella cut from colored paper. Place the *end* of the umbrella on a fold so that you will have a double one. Use the outside for the name of guest and the inside for the invitation.

*A Rainy April Party
Is in the cards for you.
So bring umbrella, raincoat,
Although the sun shines thru.*

When..... Where..... Time.....

Decorations

If you are giving this as a school or club party, use gay colored umbrellas hung from the lights of the room. If your room is too small for this, place the open umbrellas on top of the bookcases, tables, etc. Use vases of flowers to give a spring atmosphere. Put a clothestree in each corner of the room and hang a few raincoats, rain hats, and umbrellas on them. The guests will add theirs to the collection.

Receiving the Guests

If the day is fair, have someone hide on the porch with a small flower sprinkler to sprinkle new arrivals before they enter the house. If it is already raining, the host and hostess, dressed in raincoats, rain hats, and rubbers will welcome their guests on the porch. As they enter the door after being greet-

ed outside on the porch they are given favors to wear. Give the boys crepe paper hats and the girls corsages of native flowers.

Games

Do not wait for *all* the guests to arrive before you start your games. The first two games given are to be used as opening games to start the party off in a gay mood.

The Fool-Proof Pair

As your guests arrive they are to be paired off and each couple given a sheet of paper. They are told to list items or people always thought of in pairs, such as ham and eggs, Maggie and Jiggs, bread and butter, etc. The couple having the longest list should be awarded a prize. (Pair of toy umbrellas.)

Laugh

Ask the group to join hands and make one large circle. The game leader stands in the center of the circle with a flower in her hand. She tells the group that they must laugh every time she drops the flower but must remain quiet when she has the flower in her hand. Everyone failing to do this must drop out of the game. If a person talks, fails to laugh, or laughs at any time except when the leader drops the flower, he must leave the circle. The leader may pretend to pick up the flower to fool the crowd. The late-comers should now be ready to join the fun.

Wet Weather Signs

Tell the players that about the room they will find hidden wet weather signs which they are to put together as puzzles. Each person is to hunt until he finds one piece of a puzzle. Before the party the hostess has cut from a magazine, pictures of: a rubber boot, pair of galoshes, raincoat, and an umbrella and placed them in separate envelopes where they will be ready to cut in pieces (as jigsaw puzzles) after the guests have arrived. The number of puzzles depends upon the number of guests invited. Each puzzle can be cut into 8 to 15 pieces. The guests will put their pieces together and when they have their puzzles complete they are to be told that they are in that group together and must select a leader for the night. (The pieces can be hid while the other games are being played.) If possible, prepare enough small boots, umbrellas, raincoats, and galoshes for each guest to have one to pin on.

Field Meet

Call all group leaders together and tell them that they are to have a *Field Meet* and they are to choose the ones to represent their group. No contestant is allowed to represent his group more than once until all members of the group have entered some event. Each event is to count 10 points except the last one which will count 20. Three judges have been chosen and their decision will be final. The group winning the most points will receive a prize. Prepare a list of events and give each group a copy.

FIELD MEET SCORE CARD

Event No.	Event	No. from each group	Points
1.	High jump	One	10
2.	Discus throw	One	10
3.	Tight rope performance	One	10
4.	Measuring relay	One boy	10
5.	Chariot race	Two boys, 1 girl	10
6.	Swimming contest	One	10
7.	Original stunt	Three or more	10
8.	Easter parade	Two boys, 1 girl	10
9.	Rainy weather relay	(All)	20
Possible			100

As only the game leader will know what activity each event calls for, these events will be very amusing.

1. **HIGH JUMP**—Each contestant is given a chicken feather and when the whistle blows, the person blowing his feather the highest is the winner.

2. **DISCUS THROW**—Each contestant is given a pasteboard plate on which he writes his name. From a given line when the whistle blows each throws his plate as far as he can. Greatest distance wins.

3. **TIGHT ROPE PERFORMANCE**—Contestants must walk a rope, which lies on floor, up and back with an open umbrella held over his head without "falling off" the rope. If he steps off he must start over again. Only three tries are allowed.

4. **MEASURING RELAY**—The contestant must measure the distance as if he were a measuring worm by stretching out on the floor and bending from the waist to the floor to make the next length. All representatives will start out together from the bending position. Feet and

hands both touching the floor when bending from the waist. This position is taken each time after lying flat on the floor. Helpers will be needed to mark the beginning line each time as contestant moves forward.

5. CHARIOT RACE—In this two boys are *blindfolded* after they have joined inside arms together by bending them at the elbows and linking them together. They put their free hands behind them and the girl takes these to guide them to the finish line. The winner is the first to reach the line.

6. SWIMMING CONTEST—You will need a cup of water for each contestant. The contestant must kneel and drink the water from the cup without using his hands or spilling the contents. First to empty the cup without mishap is the winner.

7. ORIGINAL STUNT—Originality and cleverness in putting the stunt across should be taken in account by the judges as well as the number participating in the event.

8. EASTER PARADE—This will require old newspapers and pins. The two boys must make an Easter outfit on the girl. The girls will parade before the judges. A time limit should be given.

9. RAINY WEATHER RELAY—You will need a pair of men's rubber boots and raincoat for each group, these will be placed on chairs at the end of the room. At the signal from the play leader, the first person in each line runs to the chair and puts on all the rainy outfit and runs back to his line and takes it off and gives it to the next player to put on. The second player leaves it on the chair and runs back and tags the third person in line who must do as the first person did and return to the line. The *Odd* people in the line will run to the chair to get the rainy outfit while the *Evens* will receive theirs from the runner at the head of the line. The line finishing first should be awarded 20 points.

The team with the highest score for the *field meet* should receive a prize that can be divided among the winners, as sack of candy Easter eggs.

Passing the Boot

Bring the whole group together in one large circle and tell them that if they are caught holding the boot when the whistle blows they will be considered *all wet* and therefore must leave the game. The boot must be taken and passed to the person on the right. No one can refuse to accept the boot but the person on the right must take it and pass it on as quickly as possible. Last person left in the game should be served refreshments first.

Refreshments

Ice cream and cookies are always welcome. The cookies may be cut in the shape of boots or umbrellas.

or

Lemon or butterscotch pie (served in individual pastry shells) and coffee.

or

Sandwiches, punch, and salted nuts.

Make Fun and Funds on May Day!

Build up your club bank account with a gay May Day celebration that includes food and fun for all ages. This festival is easily staged by young people or adults.

For best results, plan an advance publicity campaign. Let all the surrounding communities know about your social. And be sure to make it clear that the fun is free and the food is "so much" a plate—and it's chicken and ice cream—or whatever you decide to serve.

You might call this "Family Night" or "Community Conclave" or "May Madness" or "Penny Carnival." The larger the lawn and house, the more fun your guests will have. You might like to plan a full evening of entertainment with something special during the supper hour to highlight the evening. Plan separate amusements for the three age groups, babies, teen-agers, and adults. For a large crowd, it might be wise to give the 7-11 youngsters some special attention, too.

Fix up a play room for the babies and let the mothers have a chance to relax. Let someone who understands children be in charge of it.

You'll probably have to do more planning for the young people than for any other group. Set up a fast moving list of games for them to play . . . relays, contests, active games, and quiet games. Keep them outside if you can and have one person to direct their games. Build a "Wishing Well" for them to drop pennies in and make a wish. Use an old drum and paint or cover with crepe paper. Be sure to hang the bucket there.

Set up tables for the adults to play dominoes or checkers. And they will enjoy such contests as dropping clothespins in a milk bottle while kneeling on the seat of a chair and dropping the clothespins over the back of the chair. Or let them try their skill at tossing cards in a hat. Let the men try to balance themselves on a gallon jug and thread a needle at the same time. Give the poor fellows a chance—let them have a large needle!

Booths in the hallway, on the porch, or in the yard, which charge one penny for admission, might display such things as these:

GROUND HOG—A cake of sausage on a table.

BIRTHPLACE OF BURNS—Smoothing iron.

GREATEST LIVING CURIOSITY—Here they are admitted one at a time and told to look cautiously into a barrel that is wrapped with a sheet. A mirror with reflecting lights is in the bottom.

MEXICAN HAIRLESS DOG—Wiener.

THE OLDEST CORN CRIB—An old shoe.

A REAL AMERICAN STILL—Boy tied, bound, and gagged.

ASSORTED LIQUORS—Switch, paddle, hairbrush, razor strop.

AN ABSORBING SUBJECT—Blotter.

PARADISE ON EARTH—A pair of dice on earth.

BATHING BEAUTIES—Goldfish.

AN ANCIENT INSTRUMENT OF PUNISHMENT—An old, worn-out slipper.

CAIN AND ABEL—Stalk of cane and a bell.

HOUSE THE COLONEL LIVED IN—Corncob or nutshell.

SPRING'S OFFERING—A glass of water.

THE LITTLE PEACEMAKER—Food chopper.

PLACE FOR REFLECTION—Mirror.

THE LITTLE BLACK FRIAR—Iron skillet.

THE IRISH PAIR—Two Irish potatoes.

THE AMERICAN ELEVATOR—Yeast cake.

Be sure to have a booth where they can get their nickels changed to pennies.

Serve plates to adults and young people at 60 cents—or more—per plate, but fix up some pretty ones at a lower price for the children—and for the children only. Prepare this meal in advance, all but the hot rolls, so it can be served quickly.

For that final touch of perfection, let a quartet sing several numbers while everyone is eating, or give a short skit. Most of the time, have only a soft background of music so everyone can talk freely.

Menu

Fried Chicken or Baked Ham

Potato Salad

Homemade Pickles

Home Baked Rolls or Biscuit

Homemade Ice Cream and Cake

June Garden Party

Invitations

*When you find courage to peek through the gate,
Just look below and you'll find the date.*

A June Garden Party is our intention.

Another thing let us mention—Come!

Place..... Time..... Date.....

The invitations are made out of construction paper or other heavy paper. Paint on the outside a garden gate, that may be cut and folded back. Over the gate have a trellis with climbing roses painted on it. The gate opens and reveals the invitation.

Decorations

It would be ideal, if possible, to have this party on the lawn, and use Japanese lanterns for light. If it is impossible to have it outside, you may make a white fence and decorate it with flowers and vines and use this in the house. Place at the door a gate and an arch covered with vines and flowers for the guests to enter. In one corner have a table for the punch bowl and make an arch over this table and decorate as the fence. Hide the punch bowl with flowers.

Games

Receiving the Guests—As the guests arrive, each is given a flower. The hostess has two flowers of a kind. It is not necessary to have so many kinds of flowers, but you might use different colors. For example, use two white roses, two red roses, two yellow roses, two dandelions, two daisies. Pin one on each girl and one on each boy. When all have assembled, they will find partners by matching flowers.

Garden Club Review — Ask each guest to name some flower or vegetable that he especially likes. Then he is given a piece of gum, a piece of paper, and two toothpicks, and told to mould the thing he has named. Use the paper as a background to work on and the toothpicks as help. You may also use paraffin to mould with if desired.

Flower Writing Contest — Each couple is given a blank sheet of paper and a pencil. In a given length of time they are to write the names of as many flowers as they can possibly think of. Give the couple having the largest list a bunch of flowers to wear during the rest of the evening.

Butterfly Hunt—Paper butterflies have been placed about the room, some in plain sight, others partially hidden. These will add to the decorations. At a given signal, these butterflies are collected. The butterflies have been numbered to 80 or 90 and from the numbers the guests are to add up those caught and see who has the highest score. Ask those who have butterflies with a multiple of ten on them to write their names on them and give them to you; these are to be used later.

Daisy Fortune Teller—The leader has prepared several bunches of paper daisies before the party. These may be presided over by a few gardeners (helpers of the leader). Each guest comes forward and pulls one leaf off one daisy in each set. The words of the fortune are written on the back of the petals. The first set tells the seeker's chief virtue, the next tells the greatest fault, the third his occupation, and the fourth some future fate.

Song Birds—No garden is complete without birds. This game is to secure partners for refreshments. Make two sets of birds cut from colored paper and on them write the name of a song. The boys draw one and the girls the other. Each bird hums or whistles his song until he finds his partner.

Refreshments

The "gardener" and his helpers serve square cake with flowers on top made of colored icing, and punch is served from a punch bowl. It is served in glasses that have butterflies cut from colored paper and stuck on the side.

Garden Stunts—The butterflies that you collected after the butterfly hunt are now given back to the finders, along with slips of paper that have stunts to be performed written on them. These are to be given and the other guests are to guess what they are doing. Some suggested stunts are: 1. Shoo the chickens out of the garden. 2. Pick beans. 3. Eat a watermelon.

Fourth-of-July Party for Children

"Big patriots from little patriots grow," for it's easier to bring out real patriotism in a man or woman who remembers at least one colorful Fourth-of-July party attended in childhood. Since this national holiday falls in a month that is usually warm, if not sizzling, you'll probably welcome the opportunity to make your affair a lawn party, and save your good living room furniture from nicks and scratches. However, such a thing as wool-coat weather is not unknown for July, even in the Deep South, and thunder showers occur frequently, so be prepared with an emergency room in the house and a list of games that are a little quieter on the whole than those described below. If you feel fairly sure of the weather, and if you have an outdoor table that is large enough, you might serve your refreshments on it. Keep it concealed on the other side of the house from the children, if you plan to serve refreshments last. And have everything ready beforehand, because you'll probably stay busy directing the children's games until just before the refreshments are served. To give a party note at the beginning, you might have on hand some three-cornered party hats which you've made from red crepe or construction paper to look just like the men's hats that were in style in Colonial days.

Games

Magic Bottle—Tell the children that if they'd like to be as clever as a G-man, they can learn to be by figuring out tricks like this. Then bring out a quart

milk bottle and a hard-boiled egg which has been peeled. When the children try to put the egg in the bottle, they will find it impossible; but you can do it by putting a small piece of burning paper in the bottle, and then quickly placing the egg on top with the point down. They will be delighted to see the egg sucked down. Next, you might mystify them as to how to get it out before showing them that this can be done by holding the bottle tilted to drinking position with the egg in the bottle neck, and by giving a quick blow into the bottle.

Fighting Incendiaries or Fighting Firecrackers — Divide the children into relay teams. Then explain that an imaginary fire is burning at a certain goal you've set, and give the first child in each line a glass of water, explaining that he must hop all the way to the goal, on one foot, carrying the glass of water. Then he must pour it out, refill it by dipping into a large bucket or tub you've placed at the goal, hop back and give it to the next child in line, who does the same, etc., down the line. The first line to finish, of course, wins.

Patriotic Geography — If the children are old enough, give them paper and pencil and ask them to write down the names of as many of the forty-eight states as they can in five minutes. Or divide them into two teams and then call out A. The captains of the two teams take turns calling out geographical names in the United States that begin with A. (The members of a team may supply their captain with names when he can't think of one.) When one team can't think of a name, the other team gains a point. Then they proceed to B and on down the alphabet.

Take to the Air!—Considering the air-mindedness of youth today, you probably will have a hard time breaking up this game once it is started, so we recommend playing it last. First, tell the children they are to be examined for the air corps. Then let them take these simple tests: (1) Let each one stand on one foot with his arms stretched out, and check the time. (2) Have each one walk to a certain spot, close his eyes, stretch out his right arm, and try to touch his nose with his right index finger. (3) Let him close his eyes, hold his hands about a foot and half apart with the index fingers pointing toward each other, and bring these two fingers together trying to touch the ends without missing. Finally, announce that although some of the guests have done better than others on these tests, all of them have passed, and they have been inducted into the Army Air Corps. Then pass out old square or oblong pieces of scratch paper, and let the children fold them into airplanes. These planes may be used for a "meet" with contests on altitude,

distance, duration flights, stunt flights, looping, speed in construction, etc.

Refreshments

If the youngsters at your party have reached the "whoop-and-holler" stage after playing rough games, you'll want to calm them down and bring them to the table in a fairly orderly fashion. So why not let them march around the house in pairs to the strains of patriotic music, which may be on the piano, record-player or radio? Then you at the head of the parade, perhaps carrying an American flag, would lead them to the table where the refreshments are to be served.

To get a red, white, and blue color scheme, concentrate on flowers, china, or linens for the blue; and make the food carry out the red and white scheme. Suggested menus:

Cookies Pink Punch

Vanilla Ice Cream with Strawberries
(Fresh or preserved)

Butter Cake with Pink Tinted Icing
Pink Lemonade

Vanilla Wafers Fruit Punch
Peppermint Stick Ice Cream garnished with a
Tiny Peppermint Stick.

An August Swimming Party

A swimming party is the very nicest way in the world to entertain friends when summer days are just right for a swim. Instead of asking your friends to your house ask them to meet you at the lake or wherever the young folks in your neighborhood go swimming. Be sure to set a definite hour and ask that they all be there on time and bring their bathing suits.

Provide a bountiful lunch, for when the swimming is over there will be plenty of hungry folks to eat it. Prepare several different kinds of sandwiches, some potato salad, a cold meat such as boiled or baked ham, pickles, and fruit. Lemonade is the popular drink for a supper out of doors.

After the swim and everyone is dressed you will want to separate the boys and girls into partners for supper. A good way to do this is with leaves. Before the party secure two specimens (as nearly alike as possible) of as many different kinds of trees as may be found. One set of these leaves should be placed in one hat and the other set in another hat. Each girl

must draw a leaf from one hat and the boy a leaf from the other. Then the boys and girls compare their leaves and those with similar species become partners for supper.

After supper have everyone sit around in a circle and if possible have someone tell stories for a period of thirty or forty minutes. If you can't get someone to do this for you then require each guest to tell of his most embarrassing moment. This will provide a world of fun and amusement. Then wind up the party with some of the popular songs.

Off to School Party for September

Fall is an ideal time for a real community party. Many of the boys and girls are going away to college, or to schools in other localities. You will want to give them a friendly send-off and a wish-you-well party they will remember most pleasantly.

Include all the young people. Arrange to stage the affair in the school gymnasium, the community house, or in the recreation hall of one of the larger churches. Decorate in the gayest manner possible. Let the party be absolutely informal.

Invite a good speaker. Make it clear that ten minutes will be sufficient for his remarks. Suggest that he confine the discussion to the importance of an education, to the regard which the community has for its young people, and the pride it has in a gathering of this kind. Let him stress that the occasion is in their honor, indicative of best wishes and sincere hopes for their success.

Select familiar songs that all may sing. Those guitar and fiddle boys in the neighborhood will be glad to do their bit with lively numbers. Many such groups have a comedy skit they can put on. Have it by all means.

Since the boys and girls are going to other towns, plan your games around the Post Office Department. Select a leader with a lot of pep, preferably a man, and have him dress like the local postmaster or mail carrier. Until the entire crowd has gathered, have the leader give some "take-offs" on different people as they inquire for their mail.

Games

Following the Moving Van—Each gets the names of all the towns in which each person has lived. Give honorable mention to the one who has the most names at the close. Have him read the list slowly, asking the

persons who have lived in the towns to stand. Of course, the states will have to be given also.

Postal Service—The group is divided into circles of even numbers, by passing out slips upon which is written a country or state. Each country assembles and forms a circle with one of the helpers as postmaster. The postmaster assigns each one the name of a town or city in that country, keeping a list of them. One player is blindfolded and is called the postman. The master from outside the circle calls out, "I have sent a letter from New York to Chicago," and the players representing these cities quickly change places. As they run, the postman tries to capture one of them, thus obtaining his chair. The player who is caught then becomes postman.

City Syllables—One from each group is sent out of the room while the rest decide upon a familiar town or city. The different syllables of that city are assigned to each one of the circle. This can be done easily by saying the word in syllables around the circle as one would count off. The one who has been sent from the room is then called back and to his question, "Where do you live?" all shout out their syllables. If he doesn't guess it the fourth time, he must be it again. If he guesses it, he chooses someone to take his place.

Mailman's Dilemma — Each is given a slip with about 15 names of familiar towns with letters mixed, such as cachiog for Chicago. They are to write the correct name of the town.

A Map of Your Town—Give each person a pencil and a sheet of paper. Announce a six-minute contest, during which everyone is to draw a map of the town, locating such buildings as the churches, the town hall, the public library, railroad stations, vacant squares, a few prominent homes, or any other places of popular interest. Be sure to suggest a few unexpected places. The drawings should be collected and pinned on the walls in an "art" or gallery display. Judges will examine drawings and name winners. A prize may be given.

Partnering by Home Towns—A postman calls for all the men whose home town or place of birth begins with A, then B, etc. Then girls are lined up similarly and lines meet to obtain partners for the "eats."

Refreshments

Ice cream or punch from home-canned fruit juices and cookies or cake. Outdoor cooking—hamburgers and lemonade; watermelon cutting; chicken fry; or barbecue.

Halloween Hayride

If it's a hayride you must have hay and you must have a ride! It doesn't matter if you have a truck or a wagon; add lots of clean hay, a careful driver, and a party of happy boys and girls. Make your tour through moonlit country roads where there is little traffic. If you are on a wagon, be sure it is well lighted and don't go on the highway.

Nothing beats a lazy, happy hayride that ends up around a camp fire with lots of food. And the camp-food that can't be beat is wieners and coffee. Before you buy the wieners, ask the grocer number in a pound so you can determine the right number. Get an equal number of buns and all the fixings: kraut, mustard, pickle, onions, and catsup. Potato chips, apples, or cookies may be added if you like.

You'll need lots of coffee, too, and a big pot for making it. Serving the hot drink may be a problem unless your community club possesses a supply of tin cups. If you must use paper cups, perhaps you'll prefer lemonade or fruit juice.

When everyone is "full and happy," and seated around the fire, start naming all the songs that have the word "moon" in the title. You may go around the circle merely naming the songs, or each player can name a song and sing the first line or chorus. When there seems to be no more "moon" songs, branch out into "star" songs. And when the song titles are well cared for, you are ready for a story-telling game.

Tell a Story

Play "song story." Using song titles, players weave a story. Titles of any song may be used and may be used more than once if need be. One or two words may be added between titles. We used twelve titles for you here. Now let your guests do another. Our story:

Josephine (will wear) A Sweet Little Alice Blue Gown When Johnny Comes Marching Home. (It will be) In The Middle of May (in) Apple Blossom Time. (He'll say) "Some Sunday Morning (we'll be) Together (for) There's No One But You (and) I Love You Truly Till the End of Time."

This game can go on and on and the story or line of thought may change several times. It is a particularly good game for those who like popular music.

Follow the Leader

Don't sit around the camp fire all the time. Make everyone line up for a game of "follow the leader." Each player must place his right hand on the right shoulder of the person in front of him. If the line

is not broken, this can be a fast, jolly game, especially if the leader will jump over a few logs, make some sudden, quick turns around trees, run for a few steps and slow down suddenly, etc.

Pack a Lunch

Another good game to play while seated around a fire is "Packing the Lunch." The players name items that might go in a basket for a picnic or hayride, but they must name them alphabetically. For instance the first player might say, "I'll pack *apples*." The second would add, "I'll pack *apples* and *buns*." The third must follow suit with "I'll pack *apples*, *buns*, and *cakes*." If a player fails to repeat the list in proper order or cannot name an acceptable object beginning with the letter assigned to him, he must drop out and the next player takes his place. Some letters will be difficult and may eliminate several players, so you should reach the end of the alphabet before the game gets dull.

Old Favorites

If you want another active game you might try *Three Deep* or *Too Late for Breakfast*. Both are favorites and fun.

Chills and Thrills

Before your hay ride, ask someone or several persons to be prepared to tell a ghost story. Let it be as "scary" as possible and save it for the last game, just before the ride back home. If the fire has burned low and everyone is quiet, it will be very effective.

The ride home is the time to sing all the songs you've been naming. Don't overlook such favorites as *Harvest Moon*, *Long Long Trail*, *Seeing Nellie Home*, *The Band Played On*, and others.

A Pilgrim Party for November

Invitations

A Pilgrim Party is fun if your friends like to dress up, but a "come as you please" party is fun, too. Send out your invitations on cards decorated with New England scenes or pictures of fruit, or simply old Mr. Turkey.

Solemncholy—As each guest arrives, put your finger to your lips and lead him into a room where two rows of chairs have been placed around the wall. Whisper in his ear that he must not speak nor smile and must twiddle his thumbs. After several minutes of this op-

pressive silence someone with an Indian headdress and paper tomahawk rushes suddenly into the room, giving a loud war whoop, and captures the "Pilgrim" who is led to join the crowd. This continues until all the guests have arrived.

Indians and Pilgrims—Divide the company into two teams. Stand them in lines facing each other in the center of the room. At opposite ends of the room have bases for each team. One team is Indians and the other Pilgrims. A large cardboard, colored red on one side and gray on the other, is tossed up by the leader who stands between the lines. If the circle falls red side up the Pilgrims must try to catch the Indians before they reach their base. If the gray side turns up the Indians must chase the Pilgrims. Whoever is caught is a prisoner and must stand to one side. The game continues until either the Indians or Pilgrims have all been caught and the other side victorious.

Cranberry Stringing—While they are resting from this game, give each person a needle and thread and a bowl of cranberries. At the end of one minute ring a bell and award the honors to the boy or girl who has the longest string of berries.

Fruit Basket—Seat everyone in a chair and name each chair for a fruit, trying to give long and hard ones like alligator pear, persimmon, pomegranate, etc. Someone not seated points suddenly to a player and begins to count ten; before he reaches that number the player indicated must call his fruit name. When the leader calls "Fruit Basket Upset!" everyone must tumble out of his chair and rush to another chair, being careful to remember the name of his new chair.

The Flighty Feather — Get a small, flossy black feather from Mr. Turkey Gobbler, or any other small feather will do. The players must sit in a circle as close together as possible. The hostess then throws the feather into the air as high as possible. The aim of the players is to prevent it from alighting on them by blowing at it when it comes in their direction. The player on whom the feather falls must pay a forfeit. This game can be made most exciting if all go into it in the proper spirit.

A Tearing Game—Give each one of the players half a newspaper page. Then announce that there is soon going to be a wonderful exhibition of art and that everyone is to contribute a picture made by tearing the paper into the shape of a turkey. Ten minutes should be given for the contest and the hostess decides which is the best attempt. If difficult to decide among several, it could be left to a vote of the players.

A Relay Story—Some people are more gifted than others in the art of story telling, but telling a story in this way is very amusing and everyone present is able

to add his little bit to the fun. The hostess should select one whom she knows to be a good story teller, who must begin a preposterous yarn of his own making. Then when he has talked half minute, he tosses a cranberry to another, who takes up the story where he left off and continues for another half minute, then he tosses the cranberry to someone else and so on from one to another. No one knows who is going to be next and this promises a jolly time.

Thankful Thoughts—Have each guest now write on a slip of paper what he is most thankful for. After signing, the slips are collected—to be read during refreshments.

Thanksgiving Table—A big pumpkin and a mass of fruit always make the loveliest centerpiece for Thanksgiving. Autumn leaves here and there give a nice touch. You might have the boys and girls match leaves for partners. Have two of each kind—maple, walnut, chestnut, oak, poplar, and so on. Or cut the leaves in two, and distribute so that they match to complete the leaf. A hot drink and cookies make good refreshments.

Yuletide Party

Invitations

It's many a "Merry Christmas"
We've sent to one another,
But Christmas won't be Christmas
Unless we get together.

Date..... Time..... Hostess.....

Write the above invitation on a piece of green or red paper which has been cut into the shape of a Christmas tree, bell, or spray of holly.

Decorations

Most people have their homes decorated for Christmas, so that extra decorations are not necessary. Effective decorations may be made by spraying or dipping seed pods, sprays of cedar, or bunches of privet berries in aluminum paint. Some people like sprays of magnolia leaves painted with aluminum paint or with red enamel. These can be used in vases on tables and other places around the house.

Getting Partners

After all the guests have arrived, start to play these games. The hostess starts by whispering in the ear of each person with a red tag one of the following things: bell, whistle, train, radio, popcorn, airplane, jack-in-the-box, seesaw, hobbyhorse, top, gun, ball, bicycle,

doll carriage, soldier, or any other name that can be acted out. She then whispers the same names into the ears of persons with green tags. On a signal everyone gets up and starts to imitate the thing he has been named. The popcorn person might pop like corn, the jack-in-the-box jump up suddenly, the airplane zoom, the bell make a ringing noise, etc. Only two people will be trying to imitate the same thing. When they find each other, they become partners. When all have found their partners, let each couple make its characteristic noise and the others guess what they are imitating.

Elimination

Let the couples form a double circle if there is space enough. Often this can be done by forming the circle through the living room, dining room, hall and back to the living room. The reds should be on the inside of the circle. Someone plays a lively march on the piano, or the hostess may beat out the time on a dish pan. The reds march around the circle in one direction while the greens go in the other direction. When the music stops, everyone tries to find his partner and stoops, holding his partner's hand. The last two people to find each other are out. When the music starts again, those who are left in the game march around as before. (Someone should be watching to stop the music when partners are quite a distance apart, even in different rooms.) Several couples may be eliminated each time, or if there is a large crowd, the game could be stopped before it gets tiresome and before all but one couple is eliminated. If you play it to the end, the winning couple might be presented with twin cookies.

Blind Drawing

After this rather strenuous game give each couple a piece of paper and pencil. One person sits down with the paper and pencil in his hand. The other person stands in back of him and places her hands over the eyes of the sitting person to blindfold him. Then the blinded person is told to draw a Christmas tree. His partner may tell him to draw a bit further to the right or left, or up or down, but may not touch the paper or pencil. When the drawing is completed, partners may change places and let the other person do the drawing. Have an Art Exhibit and give a prize (a Christmas tree cookie) to the person whom the group judges as the one who has produced the best drawing. All drawings should be signed on back.

Group Drawing

Since the group is in practice now with their drawing, pin two large pieces of cardboard on the wall.

The reds line up before the red cardboard and the greens before the green. These lines do not have to be actual lines, but mark off a starting place (may be a pattern in the rug), and see that every person on the team takes a turn and that nobody takes two. Give one person on each team a piece of charcoal or crayon. On a signal he goes to the large piece of cardboard and starts to draw a Christmas tree. He leaves it unfinished, brings the crayon back to the starting point and hands it to someone else on his side. That person goes up and adds something to the tree. This is continued until every person has had a share in drawing the fully trimmed Christmas tree. A prize of a large bowl of popcorn goes to the team which has the best looking drawing. As a consolation prize, the other side might get a smaller bowl of corn.

Matching for Partners

To secure partners for the next game, pass out halves of old Christmas cards, being sure that one part of each card goes to a person with a red tag and the other part of the same card goes to a green. The cards may be cut fantastically. Each person matches cards to secure a partner, and the partners find seats together.

Christmas List

When all have found their partners, pass out cards with the following diagrams:

	Christmas Toy	Christmas Song	Christmas Food	Christmas Decorations
T				
C				
L				
S				

Each set of partners is to fill out the diagram. For instance, there are to be toys written in the first column, beginning with the letters T, C, L, and S. They might be train, cart, lamb, soldier. For the Christmas songs you might have There's a Star in the Sky, Come All Ye Faithful, Little Town of Bethlehem, and Silent Night. For food you might get turkey, celery, lettuce, and sweet potato. Someone might fill in the decorations this way: tree, candle, lights, and silver paper. You could use any letters you wanted to, the initials of the hostess' name, for instance. Just be sure that it is possible to fill in the blanks with names beginning with those letters. For instance X might stand for a toy xylophone, but it might be impossible to find a

Christmas song starting with an X. When everyone has filled out the cards, or gone as far as they think they can, someone should read the letters and everyone tell what words they used to fill the spaces.

Refreshments

There are all sorts of Christmas refreshments that can be served. Ice cream with a design on top made with pieces of red and green candied cherries is good with Christmas cookies or with fruit cake. Warm grape juice or spiced tea is always good at Christmas time. The following recipe may be used for Christmas wreaths or trees. Melt 12 ounces of semi-sweet chocolate bits over hot water. Add three and a half cups of whole wheat flakes and mix until thoroughly coated. Broken pieces of nut meats may substitute for part of the flakes. When well coated, lift part of the mixture onto a piece of waxed paper and with forks, shape into any desired shape—Christmas tree, wreath, or bell. Candied red and green cherries or ribbons may be used for decorations. If you cannot get green candied cherries, candied pineapple or candied orange peel may be dyed green with vegetable or fruit dye.

Finale

A happy ending for any Christmas party is the clustering around the piano to sing Christmas carols.

Plans for Special Parties

Movie Star Party	Kid Party
Birthday Cootie Party	Miscellaneous Shower
An Animal Party	for the Bride
Musical Party	Buffet Supper for the
Good Time College	Bride
Party for Fun	Scavenger Hunt
Mother Nature's Parlor	A Treasure Hunt
House Party	Father and Son Banquet
Indian Party	

Movie Star Party

"Come With Me to My Hollywood Hangout!"

Who doesn't enjoy a trip to the land of make-believe? The guests are few and far between who won't have fun using accents and fake glamour to visit your Hollywood "restaurant."

Decorations

If the party is in a barn or basement, so much the better, because you won't mind tacking decorations

to the walls. However, if it is in the living room, you might like to hang sheets over the walls and pin your decorations on. Your local movie house will probably be glad to let you have some old movie posters to place around the rooms; but if not, you can cut pictures of stars from old movie magazines. (If you can't find any old magazines of this type in the neighborhood, there will be enough pictures in one 10- or 25-cent magazine bought new.)

Now do you have room in your party space to place enough card tables and chairs in a circle to seat all your guests and still leave a place large enough for a "stage" in the middle? If so, do this, and cover the tables with cloths of some kind. Finally, you might use a small broom for your "mike," or find an old broomstick and tack a tin can on the end.

The "Celebrities" Arrive

As each guest comes in, someone appointed by you will act as the master of ceremonies ("emcee"). The emcee stands by the door with the "mike" and "interviews" all the guests under their real names, pretending that they have gained fame and fortune in the movie world. (Choose someone witty and imaginative for your emcee—someone who will change one man's business of raising cattle into the hobby of raising polo ponies, another man's hobby of fishing into sailing or diving for pearls, another man's passion for model airplanes into flying around the world, etc.)

When the "interview" is over, the "head waiter" is waiting to escort the guests to their tables. When they are seated, he gives each one a small white card the size of a calling card to autograph. Then he pins each card on the wall with exaggerated pleasure, saying something like this: "We shall treasure this to our dying days," or "This is for posterity," or "Money won't measure the value of this autograph."

Glamorous Conversation

Now the emcee passes around a box or hat with names of famous movie stars written on slips of paper. He lets everyone choose a slip and keep secret the name drawn. If there are an even number of boys and girls present, there are probably two boys and two girls at each table, so he sets a time limit of one minute and has each girl and boy sitting next to each other engage in conversation during that time. At the end of the minute, they swap partners and talk for another minute. At the end of that minute, one couple gets up and moves to the next table, where more conversation is engaged in.

This goes on until everyone is back at his original table. The purpose of the conversation is to imitate

the star whose name you've drawn without actually using the name. And as each conversation comes to an end, everyone writes down the partner's name and the name of the star he thinks the partner was imitating. To the person who guesses the most names correctly and to the person whose movie name was guessed correctly most often, the emcee gives a "loving cup" each (a tin cup, or, if you want to spend more money, a pretty china cup).

Dramatic School

Next, he announces that the first thing to do in learning to act is to increase your vocabulary and that this exercise will help you. Have prepared two sets of cards measuring about 4 by 6 inches, with one letter of the alphabet printed big on each card and every letter of the alphabet in each set. The guests are divided into two teams—boys on one side and girls on the other, or blondes on one side and brunettes on the other—and each person holds one or more letters, according to the number of guests present. Now the emcee draws two imaginary lines on the floor of the "stage" as spelling positions for the two teams. When everyone understands the game, he calls out a word to be spelled. Immediately the correct members of each team run to their "line" on the "stage" and stand in order, to spell the word. The team that arrives and arranges itself correctly first scores a point. After about fifteen or twenty words, the team with the most points deserves a "diploma" from this "dramatic school." (Caution: Choose words whose letters aren't repeated.)

"What Was the Name of that Show?"

The emcee now passes around more slips of paper, but this time they contain names of at least fairly recent and well known movies. The group takes turns acting out the names of the movies in charades style—that is, without spoken words and either by syllables or according to the whole idea. Each person keeps the name of his movie a secret, of course, and the rest of the group must guess the name. As a guest guesses correctly, he may be awarded a grain of pop corn or a peanut. You might also give a prize to the "actor" whose movie title is guessed the quickest. Example: "Lassie Come Home"—the actor might bark like a dog, then go out the front door with a sad expression and walk back in with a happy one.

Long Reach, California

"In your next movie you must fight a duel," announces the emcee to all the boys present. Then he explains that to get in shape, they must do the fol-

lowing exercise: Stoop on a certain line with a piece of chalk in the hand and see how far away you can draw a line with the chalk. (If this takes place in your living room, put a long piece of cardboard in front of the line.) It's against the rules for either hand to touch the floor, and both legs must stay doubled up. It's fun to name the end of the cardboard or some other goal "California" and sing "California, Here I Come" while the contest is going on. The girls may want to enter the competition, too, or have one of their own.

Who's the Best Actor?

After the refreshments, the emcee has everyone get up from the tables and arrange all the chairs in one big circle behind the tables. Then they push the tables to the center of the room. After all the guests are seated again, he asks them to "number off," starting with the person nearest the front door. Number One is the actor with "top billing." The game starts when Number One calls out another number between one and the number of people playing. If that number doesn't respond immediately by calling out another number, he must go to the foot of the line; all take the number one less than their original number. If the game is carried on rapidly, the stumblers are caught fairly often. Of course, the crowning triumph is to catch Number One napping, because he has the position everyone is trying for. Set a time limit of about fifteen minutes. At the end of that time, the person who has "top billing" receives an "Oscar" (a doll from the ten-cent store).

Birthday Cootie Party

Would you like to have a birthday party that is different? Why not have a birthday dinner party and play Cootie? This party can be given either inside or outside anytime of the year. Your guests will enjoy the novelty of playing something different. If this is given outside, arrange your tables and chairs under trees. Your decorations may be only small vases of flowers on the tables.

Invitations

Call your friends and ask them to come to your birthday dinner at your home. Ask them a week in advance, if possible, then you will know how many to plan for.

Suggested Menu


Serve the plates for your dinner party in the kitchen and have your helpers take them to the guests at the small tables under the trees. Have a table for every

four guests. Arrange the tables as for card party (1 table 4 chairs).

<i>Creamed chicken</i>	<i>Mashed Irish potatoes</i>
<i>English peas</i>	<i>Stuffed tomatoes (slaw)</i>
<i>Homemade rolls</i>	<i>Butter</i>
<i>Ice Tea</i>	<i>Lemons</i>
<i>Birthday cake</i>	<i>Ice Cream</i>

Favors

You will need tally cards for your Cootie game. Cut white typing paper in two pieces $4\frac{1}{4}$ " x 11" and fold in center to make a booklet. On the outside draw a picture of a Cootie and place the words Cootie Scorecard above the picture. The inside of the scorecard can be divided into 6 equal sections. In the first section write 1. body, 2. head, 3. eyes, 4. feelers, 5. tail and 6. legs. Number the other sections 1, 2, 3, 4, 5, (these are to be used by players if 5 games are played). If more games are played the last page may be used.

<p style="text-align: center;">COOTIE SCORE CARD</p> 	BODY 1 HEAD 1 EYES 2 FEELERS 4 TAIL 1 LEGS 6 <hr/> 15	3
	1.	4
2.	5.	

OUTSIDE INSIDE

Cootie

This game is best suited with 8, 12, or 16 players. You will need for each table of four guests the following: two pencils, 4 homemade tally cards, one child's small building block (with Numbers 1 through 6 glued to sides to represent the 6 parts of the Cootie). You may use small cubes of wood with numbers painted on 6 sides. The two guests facing each other are partners. The players take turns throwing the block above the table and when it lands the partner of the thrower draws on his *and* the thrower's tally the part of the Cootie represented by the number that appears on the block. The No. 1 for body must appear before any part of the Cootie can be drawn by a player. Each player takes his turn with the block and then passes

the block to the player on his left. Only one try is allowed per person unless the player is successful in throwing a number his partner can draw for their score. The No. 2 head must appear on the block before the numbers for the eyes and feelers can be drawn. Two eyes, four feelers, six legs, one tail, one head, and one body make a complete Cootie. Each part drawn counts 1 point—15 points highest possible score for one game. Each player's score is counted at end of each game. If the player throws a number he cannot use he then passes the block to the person sitting on his left. Partners may draw parts of the cootie their partner throws and then add their own parts thrown when they are scoring for their partner. The game is won by the player who first successfully finishes his Cootie. The partners who finish shout COOTIE! All players then count their score for the game. The winners remain at the same table while losers move to another table. Players from table one go to table two, players from table two to three, and the last table comes to table one. All players change partners for the new game. The winner is the person having the highest score when the game is finished. Give a bug pin or bug toy as a prize to the high scorer.

Close your party with this appropriate song:

*I woke up early this morning, and
looked upon the wall;*

*The bedbugs and the cooties were
having a game of ball.*

*The score was 19-20, the cooties were
ahead*

*The bedbugs knocked a home run
and knocked me out of bed.*

An Animal Party

Let's bring the outdoors inside and have an animal party! Make the room as woodsy-looking as possible, using pine boughs, leaves, etc., for decorations. Paste the head of an animal to the outside of your invitation.

Invitations

*It's an animal party, we're gonna have fun
..... night when everyone*

"Leads a dog's life" or is "dumb as an ox."

*You'll come, we know, 'cause you're
"smart as a fox!"*

Games

Clip pictures of animals from magazines and newspapers and cut in half. As guests arrive, give one half

of each picture to a boy and the other half to a girl. In this way, partners for the evening are chosen.

Write the names of animals on slips of paper and put slips in a hat. Have guests draw from the hat and imitate the animal whose name is drawn. Thus, one will bark like a dog, another leap around like a kangaroo, another neigh like a horse, and so on. As a grand climax, have all the animals neigh and bark and roar together!

Have everyone sit on the floor in a large circle. Whisper to each one that you are telling the others to make a noise like some animal but you want him to be quiet. Then tell one or two who are good sports and can "take it" that you want them to bray like a mule. At a given signal, the unlucky ones will bray forth, but to their embarrassment, the others only laugh!

While your guests are still seated, appoint a leader and play "fish, animal or bird." The leader will pick out just anyone and go to him. Then the leader will name a fish, animal, or a bird and quickly count to ten. If the victim can't say "fish," "animal," or "bird," whichever it happens to be, before the leader reaches ten, he is "it" and the leader and he swap places. For instance, "it" walks to someone in the circle and says "crow . . . one two three four five six seven eight nine ten!" and if the victim hasn't said "bird" by the count of ten, then he is "it"!

Divide your guests into two or three groups, depending on size of the crowd. Each group is to represent an animal. A leader is chosen for each group and at a signal all are to look for small paper animals that have been hidden about the room. When one finds an animal, he must stand by it and make the noise like the animal his group is representing until his leader gets the animal. Only the leader may pick up animals. The group having the most animals within a given time is the winner.

Give your guests pieces of newspaper and tell them to tear into shapes of any animals they desire. Then all the animals are put on display. A prize is awarded for the best animal.

Appoint two captains to choose teams. When everyone has been chosen, line up teams facing each other. Let the captain of one team go down the line and whisper to each team member a different question about animals. At the same time, the captain of the other team is giving his teammates an answer about animals. Then at a signal those at the head of the line step forward. The member of the first team asks his question and member of the second team gives the answer which he has. And it usually comes out something like this, "Why do groundhogs go back to sleep if they see their shadows?" Answer: "Because

they have such long noses!" But the catch is, the ones asking and answering the question cannot laugh . . . they cannot even smile! Everyone else can, but they can't! If they so much as grin, it is a point for the other side. The game continues on down the line, and at the end of the game the team with the most points wins.

You'll need some quieting down after that, so pass out a piece of paper to each guest. On the paper you have written 15 or 20 words all mixed up. Each mixed-up word is the name of an animal; for instance, msopus for possum. Allow about ten minutes for this contest; no one is allowed to talk to anyone else during that time. At the end of ten minutes call out the correct words and the one with the most right is awarded a prize.

Refreshments—Hot chocolate and animal crackers!

Musical Party

Everybody likes music of one type or another, and there are many ways of using it for entertainment. People enjoy singing and they will enjoy games and contests based on music.

The party can be changed to fit a specific season or group. This gives several suggestions from which you may pick your entertainment.

Invitations

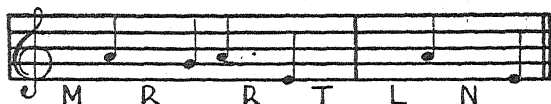
Your invitations may be musical "notes." Cut these like tiny records from black art paper. Cut paper in circles two inches across. Then, out of white typing paper, cut white circles and paste in the center to resemble a record. Paste one on each side of the "record." Then cut a tiny hole in the center to represent the hole where the record fits the phonograph.

On one side print "Say It With Music" or some other appropriate title. Beneath it write "By....." and write your name or the name of the organization giving the party. Print the date, time, and place of the party. Look at a real record before beginning the printing and try to make yours the same way. On the other side write, "Choose your song and come dressed to represent it."

Place Cards

If the party is to be a banquet, draw a music staff on a small card and write guest's name, using musical notes (A through G) for those letters in the name and other letters in the alphabet to supplement these. For example, the name Margaret would be written M—second space on the staff — r — second line — second

space — r — first line — t. Ask someone who knows music to help you.



(MARGARET LANE)

Decorations

For decorations use sheets of popular music hung on the wall; musical symbols and notes cut out of cardboard; toy pianos and dolls; china figurines of dancers or musicians for the table; busts of musicians; a few bars of a familiar song painted on some heavy wrapping paper and hung across one side of the room or above a stage if there is one. The song may be one that will help carry out a special theme, if there is one (such as "America" if the party is on a patriotic holiday).

Entertainment

Who Am I?

As each guest enters the door, pin on his back a musical note. These musical notes may be of from two to six colors according to the size of the crowd and should contain the name of some popular musician. Tell your guests they may ask questions of each other so that they can find out whose name appears on the note on their backs. When each guesses right, the note may be taken off his back and pinned in front. When all have guessed their names, each person may imitate in some way the one whose name is on his musical note.

Music Makers

Ask the guests to get together in groups by the colors of the notes they are wearing. Each group is to prepare some type of song to sing to the other groups. It may be a barber shop quartet, a chorus, or a special arrangement thought up by the group. Give a group prize for the best music.

How's Your Memory?

If the party is for a group at the church, they will enjoy a contest of hymns. Let someone play one verse of several not-so-well-known hymns and see who can recognize the most of them. Or you may prefer to use some other type of song.

Best Representatives

Many of the song titles which the guests are dressed to represent will be easy to catch, but it will be fun

to go around the room and let the group guess each of them. For the outfit judged best, give a prize, or you may want to give two prizes—one for the best boy's costume and one for the best girl's. *All should be warned about telling their "names" before the guessing time.* They will have fun for days in advance planning costumes, and the awarding of the prize should be made a high light of the evening.

Kollege of Musical Knowledge

A "Kollege of Musical Knowledge" can be fun too. Ask someone with a lot of humor to be the "Ole Professor." A good "microphone" can be made of a broom handle with a match box painted black and silver stuck on the end of it. Three or four "students" may be chosen, or some may volunteer. Questions may be serious or comical but avoid making them too hard. Each "student" should receive two or three questions and the winner should be give a prize.

Radio Entertainers

There is always music to follow the questions on the radio, so if some members of the group have special talent, why not ask them to perform? You may ask them in advance, or if the group is informal, let the performing be spontaneous.

Musical "Note"

Give everyone a sheet of paper and see who can write the best "note" using only song titles. Give them about ten minutes and then have the "notes" read. For example:

"My Bill"

"Long, Long Ago," "In the Good Old Summertime," "I Whispered My Love To You," "Why Don't We Do This More Often?"

"Till the End of Time,"
"Margie"

Musical Numbers

Musical Numbers is a game requiring some physical effort, but the group will enjoy it for a few minutes. Guests are seated and numbered. Number 1 begins by naming a song that begins with "A" and calling another number who must name a song beginning with "B." After No. 1 names a song and calls a number, he counts to ten. If the person with the number he called hasn't answered then he has missed. If he says number *five* then *five* must name a song beginning with the letter "B," call another number, and begin counting. When a person misses, he must go to the end of the line, and numbers change. Number 1 continues with the letter where the mistake was made and game goes on throughout the alphabet.

Musical Contest

The following are terms used in some type of music. You may use this list or make one of your own using this as an example:

- 1) To open a door—*Key*
- 2) Keen—*Sharp*
- 3) Short letter—*Note*
- 4) Part of the name of every dude ranch—*Bar*
- 5) Information of a clock—*Time*
- 6) Word meaning three, but not trio—*Treble*
- 7) Water, gas, or electricity used shows on this
—*Meter*
- 8) Throw—*Pitch*
- 9) Small New York apartment—*Flat*
- 10) Good relations—*Harmony*
- 11) Spank—*Beat*
- 12) Stage presentation—*Play*

Prizes

These may be harmonicas, whistling tops, ocarinas, horns or whistles, a popular record, a sheet of popular music, or even a book filled with everyday songs.

Refreshments

Any kind of refreshments will be good after this party, but if you want to use those in keeping, serve punch, apple cider, or hot chocolate out of a pail made to look like a bucket. Put a sign in front of it or around it saying, "The Old Oaken Bucket." Ice little cakes and with a cake decorator put little notes or treble clefs on them. Or if you don't have a cake decorator, paste tiny notes cut out of colored paper on the tips of toothpicks and stick them in the cakes.

For sandwiches cut "gingerbread" men out of bread (brown or white) and cover with peanut butter which already has the chopped nuts in it. These are the "Chocolate Soldiers."

Good Time College

Invitations

You are invited to attend

A college course complete in one

Evening at "Good Time College." Enroll early

And get a stand-in with the Profs.

Registration begins promptly atP.M.

Follow the crowd to the college.

Place.....

Date.....

Use black drawing paper cut in shape of graduation cap with right side of cap placed on fold. Write your invitations on the inside with white ink.

Decorations

The school gymnasium will be an ideal place to give this party. Use banners with words freshmen, sophomores, juniors, and seniors printed on them in the four corners of the room. Arrange your chairs and benches in each section as for a classroom. Green can be used for freshmen, orange for sophomores, blue for juniors, and red for seniors.

Receiving the Pupils

Place long tables in front of the door so that the pupils can register when they enter college. Colored tags with class names written on them can be presented as pupils enter. Ask the pupil to pin his class tag on himself and then report to his classroom. Colored tags representing four classes can be made from colored poster paper with class name printed on them.

Opening of College

The college faculty is seated on the stage or in a section where all classes can see them. They can be introduced by the Dean of the college over a microphone if the stage is equipped for this.

FACULTY MEMBERS FOR GOOD TIME COLLEGE

President of College.....State adviser

Dean of College.....Person in charge of program

Four College Registrars.....

.....Four used to register people when entered

Dean of Instruction.....Assistant social director

Sponsors for Each Class.....Teachers

Visiting Professor.....Physical education instructor

The members of the faculty are introduced to the class members by the Dean. The Dean should open the college program with a short history of the college before he introduces the faculty members. He also announces each event of the evening. Members of the faculty can act as judges for the night.

Classes for the Course

Physical Education Class (All classes join together)

All persons having on black shoes go to center of the room and form a circle while all other members make circle outside of the center circle. Now drop

hands and take a partner in other circle. March around the room to the music being played and when the music stops introduce yourself to your partner by telling your name and the place you are from. The outside circle, when the music starts, walks to the left while the inside circle walks to the right. When music stops each time take the person closest to you for a partner. Tell your name and the food you like best. The third time tell your name and the nicest pet you've ever had.

Spelling (10 each class)

Each class will choose 10 members for a spelling match. Each contestant is given a cardboard letter which he hangs around his neck with one of the following letters on it: A, E, I, L, R, N, S, H, T, and C. The Dean then tells them that when he calls out a word the first class to face the judges spelling the word correctly will receive 2 points. The words used may be: learns, hasten, alters, and chasten.

Clothing Class (Three from each class)

Each class is given a supply of newspapers, pair of scissors and straight pins. When the whistle blows the two dress designers chosen are to make a dress on the model. When next whistle blows the models will parade before the judges. Best costume receives 10 points.

Physical Education Class (all) Directed by visiting professor

Each class must make a line of all members of the class. The first line to pass a penny match box cover without using their hands—nose to nose—will receive 10 points. If match box is dropped it may be picked up with hands and placed on nose of person that dropped it. Line finishing first receives 10 points.

Consumer Buying Class (All members)

Each class is given a board on which they find 10 slogans or pictures of popular items advertised which they must name correctly. Their class professor is the judge of this contest. These items may be as follows: Ponds, Bon Ami, Lucky Strike cigarettes, Oxydol, Dutch Cleanser, Community Plate, Campbell's Soup, Ivory Soap, Karo, and Johnson's Wax. When time is called the correct number answered by each class is reported by the professors to the Dean. The class winning will score 10 points.

Dramatic Class (Three from each class)

The three pupils from each class are given slips of paper, one at a time, on which they find written either a proverb or nursery rhyme. The first pupil who receives his slip must act out what his slip says without

saying a word. When the class guesses correctly the next pupil runs to the judges for his slip to act out. The third must run to the judges when the class has guessed correctly. The first class finished wins 10 points.

Glee Club (All)

Each class must sing a song of their own selection and the best one will receive the winning 10 points.

Dean—You have often heard “All work and no play makes Jack a dull boy” so friends this college was founded on this idea—*All play and no work makes Jack a bright boy.* Classes here are judged on the point system and never has this college had a failure for we believe that we should all learn to play together.

The class of honor tonight is.....and we are asking them to come forward and form a straight line where they can secure their diplomas from the president. (Diplomas are white paper napkins rolled and tied with red ribbon.) As their award for the winning class they will receive their refreshments first. Other class members will receive their report cards at the refreshment booth. (Folded paper napkins.)

Refreshments — Ice Cream Sandwiches or Punch and Cookies.

Party for Fun

Many people like to get together for a good time and then when they do they *don't know what to do.* Perhaps you want to entertain your Sunday school class, school friends, or neighbors. Here are some games that are nice to know on any occasion for a large or small group, indoors or out.

Invitations

Call, write, or see your friends and tell them you are having a party *for fun* and they are invited. Be sure to emphasize the time and date.

Decorations

Decorations for a party of this kind should be the very simplest. If flowers are blooming you may use vases of them on tables. If the party is to be in the fall you might put small branches with different colored leaves in vases. Should the party be at Thanksgiving time, signs of the harvest could be used, or if at Christmas, Christmas decorations could be placed around the rooms.

Games

Spelling

If your group is to be a large one you will want something to put everyone at ease. Print the letters of the alphabet, except x and z, on cards, 4 inches by 4 inches, and *make two extra sets of vowels*. As the guests arrive give each one a card to be pinned on his back. At a starting signal have them get together to form words (cat, go, boy, home, hat). *Judges*, three previously selected, will "ok" the words if they are *spelled correctly* and write the word on *each* card in the word, then the guests change to spell other words. At the end of a certain length of time the person having the *largest number* of words written on his card should receive a prize.

Rhythm

Seat the guests in a circle and number from one up to the number of guests you have. Be sure to have a person who *understands* the game thoroughly be No. 1. He starts by clapping his hands twice and snapping his fingers on his right hand once and then on his left hand once. No. 1 continues until the whole group is in "rhythm" with him. He then calls his Number 1 on the snap of his right fingers and another number such as 10 on the snap of his left fingers. No. 10 must then call 10 (his own number) on the snap of his right fingers and another number on his left-hand snap. The other players continue clapping hands and snapping fingers in time with No. 1. The number must be called *exactly* on the snap of the fingers. *When one calls his or someone else's number off beat or out of rhythm he must move to the last number's seat and take the last number while the other players, with higher numbers than he had, move around one seat and their numbers are down one.* No. 1 then starts over. The object of this game is to keep any one person from being No. 1 too long so be sure to surprise him by calling 1 occasionally.

Cracker Eating Contest

Ask for about four volunteers for this contest. Give each one four crackers (if played indoors put newspapers down to keep the floor clean). Tell them the first one to eat his four crackers and whistle after you give a starting sign will receive a prize. The winner will welcome a glass of water.

Pass the Shoe

The guests must be seated in a circle on the floor for this game, and each one must take off *one* shoe. Sing the following song:

*We will pass this shoe from me to you to you,
We will pass this shoe, and do just like I do.*

Use a tune with a snappy rhythm. On the words "we will pass" put your shoe in front of the person to your right, on "this" pick up the shoe in front of you and on "shoe" put it in front of the person to your right, pick up a shoe on "from me" and put it in front of person to your right on "to you," pick up one on "to" and pass it to the next person on "you," pick up a shoe on "we will pass," pass it on "this shoe." On "and" pick up the shoe in front of you, on "do" place it in front of the person to your right but *hold on to it!!* On "just like" bring it back in front of you, still holding on to it, and on "I do" place it in front of your right-hand person and let go of it. *Without a break* in the time start over at the beginning. Do this very slowly at first until the guests "catch on" to the game then go faster and faster. When anyone lets shoes *pile up* or holds up the game in any way he is *out* and must *take one shoe out with him*. Continue until all but two have been eliminated.

Stepping Eggs

Many of you have played this with books, bottles, and vases, but have you ever tried *eggs*? Spread newspapers over a small area and place about six eggs in a row with about 16 or 18 inches between them. Tell one of the guests you are going to blindfold him and want him to walk down the line of eggs stepping in *between* them. Let him "practice" if he wants to. While he is being blindfolded very *quietly* take up the *eggs* and put *crackers* in their places, a little closer together. As he walks down the line and steps on the crackers it will sound to him like he is *stepping on the eggs*. It is fun to see the expression when the blindfold is removed. If you want more than one person to do this take them out of the room *before* you start so they will not see what is happening. Bring them in one at a time then let them stay to watch the others.

Electricity

Make a circle by joining hands. Place one person in the middle of the circle. Someone in the circle should squeeze one of the hands he is holding and that person squeeze the next one's hand and on around. The one in the middle must try to find where the "current of electricity" is, *but he must not watch one person all the time*. The direction of the current may be changed if one gets in a "tight spot" but he cannot hold it, he must pass it on even if the one in the middle is looking directly at him. When he finds the person passing the current that person gets in the middle and he takes the place in the circle.

Rings and Toothpicks

Divide the guests into two equal lines and give each one a toothpick. They put the toothpicks in their mouths and a ring is placed on the toothpick of the one at the head of each line. They must pass the ring on to the toothpick of the next one in line *without* using the *hands*. When the ring is *dropped* it must start at the *first* of the line again. Give the line that passes the ring from one end to the other first a prize that can be shared.

Aptitude Test

While the refreshments are being prepared give each pair of guests a pencil and a copy of the following test to fill out:

1. If you ever saw a cow jump over the moon, write Yes in spaces 1, 4, 14, 16. If not write R in these spaces.

2. If X comes before H in the alphabet, write Z in space 3. If it comes after H write F.

3. If 31467 is more than 12 dozen write E in spaces 2, 5, 9, 15, and 17.

4. If you like candy better than mosquitoes write S in spaces 6 and 12, if not better consult a doctor.

5. Closing one eye and without counting on your fingers write the 8th letter of the alphabet in space 7.

6. If Shakespeare wrote "Twinkle, Twinkle, Little Star" write O in space 20. Otherwise write letter Y.

7. If white and black are opposite write M in space 8.

8. If the same color write nothing there.

9. If 10 quarts make one pint draw an elephant in space 10. Otherwise write N.

9. If summer is warmer than winter put a D in space 19 and T in space 11.

10. If you think this is foolish write the first letter of the alphabet in spaces 13 and 18, and read the results.

1.....2.....3.....4.....5.....6.....7.....8.....9.....10.....11.....12.....
13.....14.....15.....16.....17.....18.....19.....20.....

By this time your refreshments should be ready to serve.

Refreshments

Suggested refreshments for the seasons are:

Spring—Grape juice or punch and sandwiches.

Summer—Watermelon.

Fall—Apple cider, gingerbread, and peanuts.

Winter—Hot chocolate, fruit salad and crackers, and mints.

Hints for Leaders

Have two people with winning personalities who understand the games thoroughly to lead them. There should be two, because it is easier to teach a game with help of an assistant.

Demonstrate to make it clearer. . . . Particular help should be given to those who do not understand the instructions. . . . Get in the games yourself and play. . . . Stop a game before it gets tiresome. . . . Make games continuous and snappy.

If your leaders are alert, your party will be a greater success.

Mother Nature's Parlor

Give this party on your front lawn. Your flowers, trees, and colored lights will make this an attractive place to entertain. If you do not have electric lights you can use lanterns and build a campfire. Rocks, small cushions, benches, etc., can be used for the guests to sit on. Have a small table covered with green and white crepe paper with punch bowl or small tub in center for ice water. Cut flowers or shrubs can be arranged around your water container to give it a festive air. Have plenty of paper cups to last the entire evening.

Invitations

Mother Nature is holding open house

And wants you to be there

To see her birds, bees, and flowers

And breathe the good fresh air.

Time

Date

Place

Cut out or draw pictures that remind you of Nature on your invitations. These could be: wild flowers, trees, birds, butterflies, pine cones, four-leaf clovers, etc.

Games to Play

Meeting the Crowd

Give everyone a pencil and paper. Tell your guests to write the letters of their last name down one side of their paper and to leave space between the letters in their name. Everyone must introduce himself to everyone else using his last name only. If he meets someone whose last name starts with a letter in his name he is to write this person's name after the letter

on his card. If Mary Smith meets the following she will add their names to her list.

S.....Snow
M.....McNeil
I.....Ingram
T.....Turner
H.....Hall

After 10 or 15 minutes call time and see how many people were successful in filling out their names.

At this party you should use your games to remind the guests of Nature. Many games you know can be adapted to this idea.

Leaf Snatch

Divide your group into two lines and start at right side of one line and give each person a number, start on left side of other line and give the same numbers. Collect one leaf of as many varieties as you can find and place them all in a small circle in center of both lines. The two lines should be at least 10 feet apart. When the leader calls a number and the name of a leaf, the two players must run to the circle and try to secure the correct leaf and get back to his place in line without being tagged by the other player. If he is successful he scores 1 point for his side. If he is tagged neither side scores. Only the person carrying the leaf can make a point. If the leader said No. 2 Maple, the two players No. 2 would try to secure the maple leaf and get back to their places. If the wrong leaf is snatched the score does not count. Return the leaf to the center each time. The leader can hold up each leaf before the game starts and show the players the correct leaf for each name.

Birds in a Cage

The players are divided into groups of three's. Two players hold hands for the cage and the other player is the bird who stands inside the cage. Two extra players are required; one is called a hawk and the other a bird. The hawk chases the bird. The only way the bird is safe from the hawk is for it to run into a cage. Since only one bird can stay in a cage the other bird must run for cover and find itself another cage. If the bird is caught by the hawk, the bird becomes the hawk. Have the players change places often so that all have a chance to be birds.

Four Elements

The players are seated in a circle. The player who commences the games takes a knotted handkerchief and throws it suddenly into another's lap, calling out at the same time, "earth," "water," "air," or "fire." If "earth" is called out, the player must respond with

the name of some four-legged animal before the other can count ten; if "water" he must name a fish; if "air" a bird; and if "fire" must remain silent.

Snatch the Worm

This game is played like leaf snatch except the players are given bird names and knotted handkerchief is placed in center for worm.

Drop the Flower

The players are in circle formation and one person is given a flower to drop behind the players as in drop the handkerchief.

A Trip to the Moon

Ask your guests if they would like a trip to the moon? Place two large books or bricks on the ground, a short distance apart, and lay a piece of board across them. Blindfold a person who is to ride and have him stand on the board. Have two strong men raise the board about an inch and continue to move it a bit unsteadily as though raising it farther. The person on the board puts his hand on the head of a tall player standing alongside. As the board shakes, the tall man slowly goes down, creating the illusion of elevating the person on the board. At the last, when the rider thinks he is up in the air tell him to jump off and watch the funny effect. Allow no one to watch unless that player has "been up."

Chase the Squirrel

Players form a circle, girls on right of their partners. Circle 16 paces to the right and 16 paces to the left before the lead couple chases the squirrel around the circle on the right. To do this, the boy circles left of the couple while the girl circles right, meeting at the opposite side but continuing until they are back in their original place (fast walking step to music). The boy now swings his partner once around before joining the circle. The circle again moves to right and left, the next couple on the right chases the squirrel before the dance is completed.

Tree Contest

Use same couples as in the dance for this contest. The answers are names of trees.

1. Which tree a kissing game could play? (Tulip)
2. Which shall we wear to keep us warm? (Fir)
3. And which do ships prefer in a storm? (Bay)
4. Which shows what lovelorn maidens do? (Pine)
5. Men shake what tree from their pipes? (Ash)
6. What kind of tree does a bad boy dislike? (Hickory)
7. What tree in Georgia represents her fair maidens? (Peach)

8. What tree is part of a dress and part of a door? (Hemlock)
 9. What tree would most boys and girls like to be? (Poplar)
 10. What tree is part animal and part fuel? (Dogwood)
- Give a prize to the couple with the correct answers. This might be corsage for the lady and flower for the gentleman's buttonhole.

Refreshments

Frozen fruit served on lettuce with crackers

Iced coffee—Green and white mint

or

Flower Pot Ice Cream—Vanilla wafers

Serve your vanilla ice cream in paper cup, sprinkle crushed vanilla wafers over top then place flower as sweet pea in center.

House Party

House parties are fun for clubs or just a group of friends. The first thing to do in planning a house party is to find a place. Many people like to have them in their home, if the house is large enough, but they are usually more fun if you get out in the woods in a cabin or camp. There are many of these places scattered around. If there are to be both boys and girls, check to see that the cabin will take care of such a group. The second most important thing is chaperons. There are always one or two people whose parents like to "play" with the young people. The larger the group the more chaperons you should have; no one likes to be responsible for too many people.

The group should be divided into several committees: Food, Transportation, Recreation. The Food Committee must plan the meals and buy the food, with money provided by the whole group. They should check the kind of cooking equipment and utensils available and arrange to take what will be needed. Always remember that being out in the open gives one a big appetite. It is nice to have a hot meal that is easily and quickly prepared for the noon meal. At night, however, sandwiches, hot dogs, and all the "trimmings" are hard to beat. Remember that wiener roasts, barbecues, moonlight picnics, and hikes are always fun. Divide the entire group into meal committees so that each one will help prepare and clean up after the same number of meals.

The Transportation Committee should check the distance to the cabin and find out if buses go to that place; get a truck to take the whole group, or arrange

for enough automobiles so that everyone will have a way there and back.

The Recreation Committee has about the most important job, because whether everyone has a good time or not depends upon the kind of planning they do. Find out if there is a large field where baseball, horse shoes, and other active games can be played and take equipment for all the different games you can, because different people enjoy different games. If possible take a portable record player or portable radio for music. (There may not be any electricity.) Everyone enjoys this and you might want to have a square dance at night. Whether the weather is hot or cold you should have a fire at night, inside if there is a fireplace, or out in the open in a place provided for fires. Before going to bed gather around the fire to sing and tell stories. You might start off with light snappy songs and end up with some religious songs, have someone give a short devotional and Bible reading before turning in for the night. This period is usually the highlight of any outing.

Use your own judgement for the kind of clothing and personal articles to take. It is always wise to have slacks for that hike you might take, and have some loose, comfortable clothes for the ballgame. Don't forget your chaperons in all your games—you might want them to go with you again—so be sure they have a good time, too.

Indian Party

In the autumn when the leaves are beginning to turn from green to gold, the sun seems to appear as a hazy mist, the weather is calm and peaceful, we say that is Indian Summer. Why not have a party using this central theme letting the whole thing be centered around the American Indian costume and characteristics. Some of the Indian customs and manners are well known to all.

Invitations

They are written on arrows or tomahawks cut from brown wrapping paper.

"Next Friday night at 8 o'clock

We'll expect you "Jonny on the spot."

To be in style you must wear

A feather or two in your hair.

We'll serve the regular Indian feast,

Plenty of "Laughing Water" and "Wolf Meat!"

It will add much fun if all the guests will wear Indian costumes as far as possible. The girls dress

as squaws and the boys as braves. If this is impossible, the hostess will have prepared enough feathers and head bands for each guest to have one.

Decorations

If the party is given on the inside, there should be plenty of cornstalks, foliage, and wild flowers to make everything appear as much like the out-of-doors as possible. Make a wigwam of blankets and a campfire in front of the tent using either electric lights and covering them with red paper, or use lanterns and cover each with sticks and red paper. If the party is out-of-doors, use several tents with a campfire. The fire may be made on a large piece of tin to keep from burning the grass.

Receiving the Guests

As the guests arrive, fasten the head bands and feathers around their heads. The host and hostess should be dressed as an Indian brave and Indian squaw to greet the guests as they arrive.

Order of the Games

The guests are seated on the floor, as Indians do, in a circle. Someone tells an Indian story and as the name of a certain animal or thing is called, the player having been named that subject must get up and act his part. He uses the Indian "war whoop" a great deal and as he does so everyone must yell with him.

Big Game Hunt

The players are divided into three groups if the size of the crowd is large enough. If not, use only two groups. Each tribe is to represent an animal. A leader is chosen for each tribe and at signal all are to look for small paper animals that have been hidden about the room. When one finds an animal he must stand by it and make the noise like the animal his tribe is representing until the leader of his tribe gets the animal. No one except the leader is allowed to pick up an animal. The tribe having the most animals at the end of a given time is the winner. The leader is given a feather to wear. Some tribe names are Cherokees, Seminoles, Blackfeet, and Navaho.

Matching for Partners

Pass out some colored beads, one "batch" to the boys and one to the girls. There should be just two of the same color or size. Each guest when he has chosen a bead must match for his partner, the one having a bead just like his.

Things Associated With Indians Jumbles

These are written on pieces of paper and passed out to couples. The couple getting the most correct will be declared the winner and will be given a bow and arrow.

- | | |
|------------------------|-----------------------------|
| 1. Owb (Bow) | 7. Sevbra (Braves) |
| 2. Lapsce (Scalp) | 8. Wasqus (Squaws) |
| 3. Rwa hapt (War path) | 9. Ebitr (Tribe) |
| 4. Rorwa (Arrow) | 10. Rwa enacd (War dance) |
| 5. Fiech (Chief) | 11. Ecaep iepp (Peace pipe) |
| 6. Maotkwah (Tomahawk) | 12. Sinacmoc (Moccasin) |

Braves' Relay

Choose an equal number of men from the tribes. They stand in parallel lines. When the signal is given each brave at the head of the lines is given a basket of potatoes. At the other end of the goal about twenty feet away there is another basket. When the signal is given, the one at the head of the line is to run to the other basket and transfer his potatoes to it and return giving his basket to the next one at the head of the line, and taking his place at the back of the line. The tribe that finishes first wins and gets an extra feather to be worn in the head band of the leader.

Squaws' Relay

Choose an equal number of squaws from each tribe. They stand in parallel lines facing a goal which is about twenty feet from the head of the line. At the goal is a circle drawn on the floor about eighteen inches in diameter. In this is placed five long-necked bottles. Each squaw runs to the circle, the first one taking the bottles out of the circle, the next one putting them back in place. The tribe to finish first is the winner and will, of course, get a feather to wear.

Blind Indian

The players will assemble in their respective tribes. The leader of the evening has secured a picture of a head of an Indian, or she may draw one, having one for each tribe. The players are blindfolded one at a time, and each tries to pin a feather on the head of the Indian.

Big Shoot

All the braves and squaws will take part in this game. Have a large board about three feet square, one for each tribe. The paper animals that were used in the Big Game Hunt should be pinned on these targets, each animal having a score on the back. The targets may be hung on the wall or placed in a chair. Each player is given a bow and arrow and told to

shoot any animal he wishes, three attempts are allowed him. The bow and arrows may be made from ribs of an old umbrella with a strong piece of cord tied across the ends. The arrows may be made from sticks which have been sharpened at one end.

Corn Tossing

The members of each tribe will stand in a circle. In the center of the circle has been placed a small bucket. Each person is given five grains of corn which he tries to throw into the bucket. The tribe which places the most grains of corn in the bucket is the winner and gets a feather for the leader to wear.

Writing Relay

Choose six players from each tribe and arrange them in lines at one side of the room. At the opposite side of the room have a blackboard or a large piece of brown wrapping paper. The first player of each group will be given a piece of chalk and told to hop on one foot to the goal, write the letter "I", hop back, giving his chalk to the next player in his line who does the same except he writes "N", etc. The line finishing "INDIAN" first is the winner.

Refreshments

Serve "Hot Dog" sandwiches (wolf meat) and lemonade (laughing water). Serve the lemonade from a large pot. If you want to make the refreshments more elaborate you might serve apples, nuts, and popcorn.

See which side has the most feathers in their head bands.

Kid Party

When we hear the birds singing, smell the fragrance of flowers, and see the trees turning green—then we know that spring is here. This is a time when we feel young and gay. Why not turn back the years, for a night, and be young again with a kid party?

Invitations

Cut white paper 4 by 9 inches and fold in the center to make your invitations 4 by 4½ inches. From old magazines cut items pertaining to children, such as: tops, balls, horns, drums, ice cream cones, etc., and glue one of these in the center of the front of the invitation folder. Print the words KID PARTY

above the picture and the date below. Write this on the inside of your invitation:

Time in its flight

Will turn back tonight.

Won't you come out and play,

And be happy and gay?

Dress as a kid

From the socks to the lid.

Place.....

Time.....

Decorations

If possible give this party as a lawn party. Use plenty of lights, electric if possible, with colored lanterns or crepe paper hanging from the wires. If the party is to be given inside, then remove most of the furniture and decorate the room as a lawn. Lanterns, flowers, crepe paper, and greenery help to give a festival air. Benches, chairs, stools, and pillows can be used for the guests to sit on.

Games

Old or new games can be played at this type of party. Use some active games but remember that your crowd usually enjoys a rest with a quiet game every once in awhile. Start your party off promptly and let the late-comers join in when they come in.

"Good Evening, Friend"

This game is good an an ice breaker. It will help to get the newcomers acquainted and put everyone in a friendly mood. Introduce everyone in the room or ask everyone to introduce himself by telling his first and last name. Tell the crowd that for the rest of the night they must call everyone by his first name. Ask one of the group as *Mary Smith* to come and sit in *the chair* where she can be blindfolded for you want to see if she has a good memory. Mary is blindfolded and sits with her back to the person talking to her. The leader points to someone in the circle who must come forward and stand behind Mary's chair. This may be *John Doe* who says, "*good evening, Mary.*" If Mary does not recognize him she will say, "*good evening, friend,*" then John must repeat, "*good evening, Mary,*" three times to give Mary a chance to recognize his voice. If during this time Mary says, "*good evening, John*" then John must take her place, but if Mary does not recognize him after three tries then the leader points to someone else in the circle until Mary recognizes the speaker. If the people are well known to each other they should try to disguise their voices.

Magic Music

This is an excellent way to teach new songs. First teach the words of the song by having the players repeat each line after the leader (use short simple songs). The players are seated in a circle when the leader explains the game. One player is "It" and is sent from the circle. While he is absent the leader chooses a member of the circle whose duty it is to change something about himself. This might be an untied shoe lace, missing hair ribbon, unbuttoned button, etc. "It" returns to the circle when all the players start singing and walks on the inside of the circle facing each player. The players sing softly when "It" is not close to the person who made the change and louder as he approaches the correct person and very loud when "It" has found the correct person making the change. He must then find what has been changed and correct the change. If correct, the players clap and the two change places so that the game may be repeated. Each time the change should be harder. Be sure to teach this song so you can use it in a game later:

Pop Goes the Weasel

A penny for a spool of thread,
A penny for a needle
That's the way the money goes
Pop goes the weasel.

Up and down the city street,
In and out the eagle,
That's the way the money goes
Pop goes the weasel.

(Any popular tune can be used in this game.)

Fishing for Favors

Hang a sheet across one corner of the room or if outside, use a hedge for a place to fish from. Two fishing poles with lines and hook are used to catch the fish which in this case will be childish favors from the dime store. Use two lines, one for girls and one for boys and let each child fish once until he or she catches a "fish." Lolly-pops, sticks of candy, inexpensive toys can be tied on the hook and then jerked (your helper will be on the opposite side). Ask the children to keep their poles steady until it is jerked then to pull in their line.

Cutest Couple

If the crowd came in couples, then they are already divided into couples. If they did not, tell the girls that they must choose a boy to march with them. If possible have some music playing so that the couples

can march in a circle by the judges. Give a prize to the cutest couple. (Large stick candy.)

Pop Goes the Weasel

The new song learned in the game *magic music* is used in this game. Small strips of paper can be cut and numbered. Use two different colors of paper and pass out in two hats (one color to boys and one to girls). The boys and girls must find the one with their same number. This game is played in groups consisting of six couples so the couples holding numbers 1 through 6 will be in the first group, those 7 through 12 second, etc. Each set of couples divides into parallel lines of girls and boys facing each other. The head boy turns right and skips eight steps down the outside of the line of boys while his partner, the lead girl, turns left and skips down the outside of the girls' line. They both turn and skip back eight steps, join hands and skip eight steps between the two lines and back to the head of the lines again. They now take the girl at the head of the line and skip in a circle to the right and on the word "Pop" the girl is popped back to her place. Repeat this with the first boy, going in a circle to the left. The lead couple is now ready to join hands and skip to the foot of the line. All join hands and make one circle. When they reach their original places the girls again break into one straight line, the boys in another. The first couple now becomes the lead couple and the dance is repeated until all have been the lead couple.

Snatch the Worm

Prepare a list of bird names (half as many as number of guests) as: jay, crow, hawk, sparrow, etc. Divide the guests in two lines facing each other, approximately 10 feet apart. Use your list of birds and give each a name, in the same order as your list. Name those in the other line by starting with the bottom of your list (reverse order). The worm in this game is a knotted handkerchief placed in the center between the two lines. Use a small circle to mark the place for the worm. When the leader calls a bird's name the two players with this name rush forward and try to grab the worm, so that they can take it back to their place in line. If the *bird* with the worm is *tagged* before he reaches the line he will not be able to make a point for his group. When the *bird* successfully reaches his side his group makes 1 point. The worm is returned to the circle each time before the leader calls the next bird name. The winning group is the one having the most points when the leader calls time.

Refreshments

Ice cream cones and cookies
(cut as children's toys)

or

Pink lemonade and pimiento-
cheese sandwiches.

Miscellaneous Shower for the Bride

Ask the bride to come to the shower 30 minutes later than the other guests. During this 30 minutes complete plans for distributing the gifts to her.

Make a corsage for the bride from seasonal flowers—roses if available. Tie the flowers together firmly. Then cut small ribbons into seven-inch lengths and paste on each end of each ribbon a small heart-shaped piece of plain paper no larger than a half dollar.

As soon as the guests arrive with the gifts, hide the gifts about the house and write on each heart-shaped piece of paper pasted on the ribbon a clue for locating the hidden gifts. For instance, if one person gives a lamp say, "The light shines behind the kitchen door." Or, for a package of towels, write, "Towels are always found on the bathroom rack."

Tie the ribbons onto the corsage so that the heart-shaped pieces of paper on which the clues are written hang free. Then snip the ribbons in the center with scissors so that each ribbon becomes two ribbons. The corsage can then be pinned on the bride just before she begins to search for the gifts. She should be instructed to pull one ribbon from the corsage at a time. After she locates a gift she must return to the room where the guests are seated to open the package before pulling another clue from the corsage and searching for another gift.

For a contest to test the wits of the guests try this advice-to-the-bride idea. Print the bride's full name down the left side of a piece of paper and then make duplicates for each guest expected to be present. Give each person a piece of paper and pencil and tell her to write a bit of advice to the bride beginning with the letters in the bride's name, using the letters as they appear in the name.

For instance, if the bride's name were Dorothy Causey the advice might be:

D—Dear

O—Only

R—Remember

O—Otis

T—Thinks

H—However

Y—You

C—Cook

A—Anything

U—U're

S—Still

E—Everything

Y—Yet

This will add merriment to the party and help to get away from old standby rhymes used on such occasions. Award a prize to the person writing the cleverest advice statement.

If the guests are well acquainted with each other try this quiet sewing party before the gifts are distributed. Bring out plenty of needles, thimbles, thread, and scraps. Ask each guest to make a potholder for the bride, set a time limit for doing the job if you wish, and if desired give a prize to the person making the cleverest potholder. If this is tried it is wise for the hostess to furnish binding material for the potholders because some will want to make fancy ones.

Serve ice cream and cake in the living room where the guests are already assembled. Use a small single rosebud or some other seasonal flower made into a corsage as favors. Place one of these on each plate.

Buffet Supper for the Bride

A buffet supper for the bride-to-be is easily arranged and is a change from the usual shower. Unless the home is unusually large not more than 15 people should be invited. With this number it is no trouble to maintain an informal atmosphere and food serving problems are minimized.

Extend invitations through phone calls, written notes or in person after consulting with the bride or her mother. Explain that guests are *not* to bring gifts for the bride. It is nice, however, for the hostess or hostesses to give the bride some gift during the evening. Tell guests when to arrive and have the supper ready to serve at that time.

A simple plan is to put the food on the regular dining table and let the guests go to bridge tables or similar small tables in another room to eat after serving their own plates. Put napkins on small tables where guests are to eat. Knives, forks, and spoons should be on large dining table from which food is served.

SUGGESTED MENU

Chicken salad

English peas

Creamed Irish potatoes

Pickles

Sliced tomatoes

Homemade rolls

Coffee

Ice cream and Cake

After the supper is finished give each guest a piece of blank paper and pencil. Tell them you want them

to write the kind of clothing material worn by brides of the following 10 men.

KIND OF CLOTHES WORN BY BRIDES

1. Woodcutter's bride . . . (Corduroy)
2. Baseball player's bride . . . (Batiste)
3. Baldheaded man's bride . . . (Mohair)
4. Banker's bride (Checks)
5. Fisherman's bride (Sharkskin)
6. Hunter's bride (Fur)
7. Tennis player's bride (Net)
8. Merchant's bride (Cashmere)
9. Fat man's bride (Broadcloth)
10. Tall man's bride (Longcloth)

The group will enjoy gathering around the piano to sing old love songs and old favorites if there is time for them.

Scavenger Hunt

Divide the group into couples and give each couple a list of objects to find in a certain length of time. The list should contain a few items that are very hard to find. The couple finding the greatest number of objects requested should be given a prize.

SUGGESTED LIST FOR CAMP

- | | |
|--|--------------------------------------|
| 1. Piece of newspaper | 11. Four-leaf clover |
| 2. Three different kinds of pine cones | 12. A house fly |
| 3. Turtle | 13. A gray hair |
| 4. Nail | 14. Three different sassafras leaves |
| 5. Red sock | 15. Sprig of goldenrod |
| 6. A wild berry | 16. Butterfly |
| 7. An egg | 17. A candle |
| 8. Brown shoelace | 18. A crawfish |
| 9. A whistle | 19. A huckleberry |
| 10. A kudzu leaf | 20. A postcard |

A Treasure Hunt

Send three people ahead of the group (at least 30 minutes) and let them lay a trail to the treasure (bits of paper, green leaves, etc.) If possible have someone who knows the scout trail signs teach the group how to read signs made from rocks, grass, sticks, etc. At the end of the trail leave a note telling how many feet away the treasure is hid and let those following the trail search for the treasure. The finder usually passes the treasure around if it consists of food. A picnic supper can be planned for the group after the treasure has been found.

A Father and Son Banquet

Committees—

1. Food—cooperate with home economics girls. Have them prepare the food and assist in serving.

2. Arrangements—their duty is to secure a suitable place to hold the banquet and look after the decorations, place cards, chairs, silver, and tables.

3. Transportation—to arrange for buses or cars to bring all members and their parents.

4. Finance—expenses should be held to a minimum but have someone to get and handle the necessary money.

5. Invitation—issue invitations, check the number that accept, and report this to the food committee; will also assist in getting the parents and guests to their places and make them feel at ease and welcome.

6. Program committee—

A good sample program—

(a) My supervised practice program—by a member.

(b) Music—may be singing by entire group. Use only local talent—preferably some chapter member. If the group is to sing be sure to supply them with songbooks or words to the songs.

(c) If the home-ec girls are cooperating and the members of their club are present, have "My project work" by one of the girls. About 5 minutes.

(d) Activities of the FFA chapter during the year.

(e) Have piano solo or some other form of music.

(f) Somewhere in the program introduce leading citizens—county agent, school officials, county officers, senators, representatives, etc.

(g) Might be worth while to have a two-minute talk from leading students—class presidents, club presidents, etc.

(h) Principal address—an outstanding member of the state vocational education department.

This general plan will prove successful at almost any banquet. It may be used equally as well in 4-H activities, county agent gatherings, or school banquets.

Picnics

This is the time of year when you like to get out in the open. Why not plan a Picnic? You can enjoy this type of party with your family or friends without having a lot of extra work to do.

Family Moonlight Picnic

This type of picnic is easy to plan on short notice. Sandwiches, stuffed eggs, fried chicken, pickles, potato salad, cookies and lemonade taste better eaten

out in the open. Prepare your outdoor meal and take it with you to a nearby beach or picnic spot. Spread dinner then spend the early part of the evening singing, telling stories, or talking in the light of the moon. Come home by star light and you will feel more like solving the problems of life.

Small Group Picnic

Swimming parties can be very pleasant these hot days. This type of party can be planned on short notice. Collect your friends in cars or have them meet you at a good swimming place. Plan a few water games to make it even more interesting. This might be a *Volley ball* game in water. Use a rope stretched across the water for the net and large rubber water ball for your ball. Throw the ball instead of batting as in volley ball. If the crowd is younger they will enjoy a Water contest. The following can be fun:

Shell Diving: Gather pebbles or shells from the bottom of swimming area. *Wash Tub Relay:* Swimmers in tubs use hands and propel themselves to a goal, first to line is winner. *Candle Relay:* Swimmers carry candle in one hand and run or swim to goal with candle held out of water.

Water Tag: Players are standing in circle formation with one player as *It*. *It* runs on outside of circle and touches a player standing in the circle. The player that is touched must try to catch *It* before *It* reaches the place left vacant in the circle. If *It* reaches the vacant spot first he keeps the player's place and the chaser becomes *It*. If *It* is tagged by the player before he reaches the vacant place he must continue being *It* until he can secure a place in the circle.

If the players are advanced swimmers a game of *Softball* can be played. Players swimming to base and fielders treading water in deep water. You will need a small water ball or rubber ball that will float.

Serve cold watermelons as a treat to the hungry swimmers.

Large Group Picnic

This type of picnic requires careful planning. You will need an active committee to make it a success. The following committees will be helpful: Publicity, Program, Ground, Refreshment, Transportation and Financial.

The *Publicity committee* should start three or four weeks in advance to advertise, for time has proven the old saying "It pays to advertise." How can you expect to reach the public if they do not know that you are planning a picnic? Attract people by different forms of advertising whether by word of mouth,

newspapers, circulars, posters, radio, telephone or announcements at public gatherings.

The *Program committee* must provide wholesome recreation for all age groups. Local qualified leaders should be asked to help with the groups. Plan games for early arrivals and start the program off promptly. Have officials wear badges. This group is responsible for the program at the picnic.

Ground committee members are responsible for location of picnic, they should secure permission to use the picnic grounds from owners, provide a life-guard for swimming area, provide place for groups to play, see that space is provided for parking cars, check to see if shelter is adequate in case of rain, and provide first aid equipment.

Refreshment committee members are responsible for the food and food equipment, and preparation unless the public is to bring their own food. Drinks and refreshments should be provided if this is the case. If food is to be provided (free or sold) the following is suggested: Barbecue (chicken, pork, or beef), slaw, baked beans, potato salad, rolls, coffee, and ice water.

The *Transportation committee* should provide ways for picnickers to get to and from picnic. They should have a definite time and place for the public to meet.

Financial committee members are responsible for all financial arrangements for the picnic. They should arrange for refreshment booths, equipment that must be bought, charge of raising money to finance picnic, have tickets printed if they are to be sold for food, pay all bills, buy or pass on everything bought for picnic, pay all people hired for special duty or, in other words, handle all financial transactions involved.

Helpful Hints for Feeding a Picnic Crowd

Ample to serve 150 in a mixed crowd:

Salad

- 25 pounds cabbage
- 2 dozen peppers
- 2 dozen carrots
- 2 quarts mayonnaise
- 1 quart cucumber pickles

One loaf of bread will serve 5 to 6 persons.

One pound of raw dressed meat per person in a crowd (mixed age and sex) is more than ample.

For each 50 persons:

Lemonade

- 4 dozen lemons
- 10 pounds sugar
- 35 pounds ice

This will allow for generous glasses unless you are having an all-day affair and wish to serve lemonade the entire time.

Suggested Program

- 1:30 General meeting for those who need transportation to the picnic grounds.
- 2:00 Organized group games, treasure hunts, etc. Divide picnickers according to ages. (Group leader for each group.)
- 3:00 Swimming—Life guard in charge.
- 4:00 Softball game—Local and visiting teams.
- 6:00 Picnic Supper.
- 7:00 Campfire Program (Singing, stunts, story-telling, plays, etc.)
- 9:00 Taps.

Group Games By Age Groups

Under Six—Storytelling, swings, sand pile, drop the handkerchief, singing games, and treasure hunt.

The treasure hunt may be parched peanuts or animal crackers wrapped in wax paper, that are hidden for children to look for. Balloons make nice presents for all the children.

Six to Eleven—Active games appeal to this age group, singing games are popular as: Farmer in the Dell, London Bridge, etc. Stalking games in the open are fun, as well as nature games.

Twelve to Fourteen—This is the Scout group age, nature games, magic, music, relays, contests, and treasure hunt using scout trail signs which are taught by scout in uniform will interest this group.

Fifteen to Seventeen—Folk dancing, as square dance, singing, volley ball, water games and treasure hunt will interest this group. Kick ball which is played like softball except the ball is kicked instead of batted is easy to teach. Use dodge ball for the ball. Use written notes to direct the players in the treasure hunt. Let the last clue be within 20 feet of the treasure so the players will have to search for it. A basket of apples for the group would be welcomed.

Seventeen and up—Bingo, volley ball, softball, horse shoe pitching, water games. Guessing contest (number of beans in bottle), and quiet games interest the older group.

Sources of Special Recreational Helps

Rural Recreation. National Recreation Association, 315 Fourth Ave., New York 10, N. Y. 75 cents each.

Parties A to Z. National Recreational Association, 315 Fourth Ave., New York 10, N. Y. 75 cents.

Recreation Bulletin Service. National Recreation Association, 315 Fourth Ave., New York 10, N. Y. \$2.50 per year.

Handbook for Recreation Leaders. 124 pages. Publication 231. Superintendent of Documents, Washington 25, D. C. 15 cents.

The Handy Play Party Book, by Lynn Rohrbough. Methodist Publishing House, 810 Broadway, Nashville 2, Tenn. \$1.

See *Tention* section in *The Progressive Farmer* each month for new leaflets on recreation and parties.

THE AMERICAN BOY

(Theodore Roosevelt in his essay
"The American Boy")

Of course what we have a right to expect from the American boy is that he shall turn out to be a good American man. Now the chances are strong that he won't be much of a man unless he is a good deal of a boy. He must not be a coward or a weakling, a bully or a prig. He must work hard and play hard. He must be clean-minded and clean-lived, and able to hold his own under all circumstances and against all comers. It is only on these conditions that he will grow into the kind of a man of whom America can really be proud. In life as in a football game the principle is: Hit the line hard; don't foul and don't shirk, but hit the line hard.

CHAPTER 2

Games, Stunts and Contests

The good recreation leader must know his crowd, his games, and the occasion. He must be enthusiastic, be able to demonstrate whenever necessary; quick to sense a game that doesn't fit; careful to stop play when interest is at its height.

Get-acquainted games may be useless in a crowd in which everyone knows everybody else; extremely helpful in a camp or other large gathering where many neighborhoods are represented. Quiet games may fit a group of farm boys and girls after a hard day's work when strenuous games would be the wise plan for a town or city group.

On the whole, younger teen age boys and girls will probably like active games better than their older brothers and sisters. Games with music and folk dances fit in particularly well for mixed groups of boys and girls and for older young folks.

A good general plan of play recommended by the Indiana Extension Service is a get-acquainted game, then one or two active games, a quiet game with group seated, then perhaps a contest, closing the recreational period with a short, snappy, competitive game.

Throughout this chapter the games, stunts, etc., have been arranged alphabetically under the various subheadings to make for the greatest convenience in planning a recreational program.

Get Acquainted Games

Receiving Line—This is always a good way to introduce everyone to those present. The chaperons and leaders or officers of the club should stand at the head of the line. Each guest introduces himself to the head of the line (if he is unknown to that person) and is then introduced in turn to each person down the line. When the end of the line is reached the guest joins the receiving line and in turn meets all those who come in after him.

States and Capitals—The names of the states are given to the boys and the capitals of the states to the girls. This may be varied endlessly: flowers and their leaves; slogans and companies using them; crop seeds and leaves; leading rivers and countries, to name a few instances.

Stunts—Give duplicate slips to boys and girls, naming a stunt. Each boy in turn does his stunt, and

when a girl recognizes it as the same one described on her slip she claims him for a partner.

White Elephant—Ask each person to bring an article worth not more than ten cents or something from home that he doesn't want. At the start of the game the participants form a circle (still holding to their packages). When the music starts the packages are passed to the right, and when the music stops, each person retains the package in hand. He unwraps his package in some unseen place; if he likes it, he keeps it and drops out of the game. If, however, he is not satisfied, the article should be rewrapped, and he should return to the circle. This continues until everyone is satisfied.

Lucky Handshake—Three or four dimes or bars of candy are hidden on different persons. Everyone is to shake hands and converse with as many people as possible. The thirteenth person to shake hands with the holders of the booty receives it. One person may have a special prize to be given to the most pleasant conversationalist, while another rewards the most cordial handshake.

Repeating Names—This is a good mixing game. Line everyone up in a row. The first person says "I, Mary Brown, am glad I'm here," and the next person says, "I, John Jones, say that Mary Brown says that she is glad that she is here," etc., each giving all the names of those before or going to the foot to try again.

Quiet Games

Answered Questions—Each person writes on a piece of paper any questions he would like to have answered. The paper is folded and passed to the right. Each person then writes a statement or phrase which is an answer to a question. Questions and answers are then gathered and read aloud.

Cross Questions and Silly Answers—Players are divided into two groups. If equal numbers of boys and girls, so much the better. The girls sit or stand opposite the boys. Each line has a leader. The boys' leader passes down his line whispering to each boy a question which he must ask the girl sitting opposite him. The leader of the girls whispers answers to them. The questions and answers should be varied and as ridiculous as possible. The leaders work independently of each other, so questions and answers do not correspond.

The boy at the head of the line asks his partner his question. She gives him her answer. This is repeated three times, and if either laughs, both must go "foot" and try again after the others have had their say.

Artists—Each person is given a slip of paper and pencil and told to draw a daisy or any flower appropriate for the time of year. The one who draws the most natural flower is given a bouquet of flowers. This game is especially good for Easter.

A Heart Target Contest—Have small red cardboard hearts pinned on a string at one end of the room. Give a bow and two arrows to each guest in turn and ask him to try his luck at the hearts. On the back of the hearts may be written Valentine rhymes. One of the hearts should be the prize heart and the one who hits it should receive a prize of a candy heart.

Bingo—This game suits old and young and can keep the family busy an entire evening. Rule off a sheet of paper for each player into 25 squares about one inch by one inch. Number these squares plainly from 1 to 25, making each sheet different from the others. Now give each player his sheet and 25 kernels of corn, raisins, beans, or buttons. The leader calls a series of numbers, never going beyond 25. Every time he mentions a number, each player puts a bean or button on that square on his paper. When a player gets five beans in a row, up, down, across, or diagonally he shouts "Bingo" and scores two points. Then the papers are swept clean and the game starts again. Any total of points may be agreed upon for winning the game.

Confusing Anatomy—"It" stands in the center. He points to someone and says, "This is my eye," and counts ten. Instead of pointing to his eye, he points to his nose or any other part of his body. The one pointed to must say, "This is my nose," pointing to his eye, before ten is counted. If he fails to do it, he becomes "It." Touching the elbow and saying, "This is my knee," or touching head and saying, "This is my ankle," are examples of the many confusing results.

Chinese Spelling Match—Divide players into two lines. Conduct the game like the old-fashioned spelling match. Give familiar words which must be spelled backwards.

Circle Ring—Players form a circle, holding in their hands a string tied to form a loop on which a ring is placed. One player stands in the circle while the rest, holding the cord, move their hands as if they were passing the ring. The center player tries to find the ring and taps the hand of the one he thinks has it. The hand he taps must be opened, and if the player is caught with the ring he exchanges places with the one in the center.

Scattered Hearts—The guests are divided into two groups, and then each is subdivided into two sides,

Red Hearts and White Hearts. A scrap basket is placed in the center of each group, and a throwing line marked on the floor for each side equally distant from the basket. Each side has a score keeper. Each person can try three times to throw a heart into the basket. The side with the more points receives a bag of heart-shaped candies. (If the crowd is small no division into two groups will be necessary.)

Stocking Surprises—This game is especially appropriate for Christmas. A large red stocking made of cambric and filled with a lot of articles is passed around, each one being allowed two minutes to feel the contents. As soon as the stocking is passed on, each makes a list of the contents. The contents may vary from a toothbrush to a toy horn. Show the contents after all have turned in their list—some of the guesses will be most ridiculous and loads of fun.

Christmas Shopping—Six or eight players stand in line, and the leader of the game whispers into the ear of each player the name of some mechanical toy which he must represent by noise and movement when he is called on. One player is selected to do the Christmas shopping. The leader explains that here are lots of Christmas toys which may be purchased if the buyer is able to find out what he wants, and that when he presses a button on each toy it will make noises and movements which indicate its character. The buyer will press a button on each toy, and if he recognizes and names it, he sets it aside and tries another. When he has tried out each toy he will proceed to take them all home. When he does this, each toy marches along behind him in line making its own noise and movements.

Dear Santa Claus—By matching halves of Christmas tags, partners are found. They are then to write a letter to Santa Claus using only words that begin with the letters in the name Santa Claus. A tiny Santa Claus that may be purchased from the nearest ten cent store or made from paper is an appropriate prize.

Fortunes—The fortunes may be written on red hearts and placed in envelopes in a large basket with the handle tied with a red bow. At a given signal from the hostess, Dan Cupid dances in and distributes packages of "heart ease" to each guest. The guests must then read their fortunes aloud.

Hidden Names—Line up the players according to height, boys and girls in separate lines and pair them off. Each couple is given a copy of about 15 sentences, in each of which is hidden the name of a member of the club or the community or a well-known person. For example: "Go ask them if they can bake rolls enough for us for dinner?" The name "Baker" is found in this one. The letters must be in

the right order, but there can be any number of spaces between them. To the couple guessing the greatest number of names award a stick of peppermint candy.

Four Elements—The players are seated in a circle. The player who commences the game takes a knotted handkerchief and throws it suddenly into another's lap, calling out at the same time, "earth," "water," "air," or "fire." If "earth" be called out, the player must respond with the name of some four-legged animal before the other can count ten; if "water," he must name a fish; if "air," a bird; and if "fire," must remain silent.

Five in a Row—For this simple game mark on a paper or board any number of squares. Each player adopts a special mark—a circle, cross, star, or check. The object is for each player to get five of his marks in a row, up and down, across or diagonally, without an intervening mark of another player. Each plays in turn and tries to block the others from getting five in a row. Marks may be put anywhere on the board.

I Make My Will—Each guest is asked to write out his will, giving away five of his most precious possessions (numbering each) without designating the recipients. He then folds the paper so that it cannot be read and passes it to his neighbor on the right, in turn receiving one from his left-hand neighbor. Each guest then writes out five uses for their possessions. The wills are then collected, mixed, and redistributed to be read aloud.

Nut Target Practice—Place a round dish in a dish pan. Inside the round dish a cup. Have the players stand at a certain distance from the target and try to hit the bull's-eye. Use five nuts for ammunition, and each one that lands in the cup counts five points; each going into the dish counts two and one landing in the dish pan, one. Player receiving highest score is given choice piece of cake or candy for his skill as a marksman. Any other objects or containers more convenient may be used.

Packing Grandmother's Trunk—Form in circle and leader starts packing Grandmother's trunk as follows: "My grandmother left for a trip yesterday and I packed her trunk. In it I put a new dress." The next person repeats and adds—"hat." The next one says same thing and adds another article to list and so on around the entire circle. The last one in circle repeating all and adding one more article. The leader then adds another article and each one in the circle adds one more. (The trunk should be packed in regular order by each one. If anyone in the circle is unable to pack Grandmother's trunk he is put out of

the circle.) After a time the trunk may be unpacked, saying the list of articles backwards. You will find some queer articles in the trunk by the time the circle is completed.

This is the game also played as "Going to California," and "Farmer Jim Went to Market." Another variation is "The Minister's Cat." The leader begins by saying, "The minister's cat is an amiable cat." Each person in succession describes the cat with an adjective beginning with A. If he cannot respond immediately, he must get out of the circle. This continues with every letter of the alphabet. Those left in the circle are the winners.

Whom You're With, Where You Are, and What You're Doing—Three leaders are chosen. The first leader whispers to each player the name of some person whom he or she is with. The second leader tells the player where they are, and the third tells them what they're doing. After they have finished, each player tells whom he's with, where he is, and what he's doing. They are usually very ridiculous as this one: "I'm with Bob Adams at the North Pole picking feathers off geese."

Package Hunt—Each person is given a slip with a number (if many are present, two are assigned together). In addition to the number is the description of a special place where they will find another slip with the same number and further directions, etc. Have as great distances as possible. After several trips the last place contains a package on which are the number and directions to return to the living room. Favors such as apples, homemade candy, paper hats, etc., may be used.

Observation—Pass each girl one-half of a question about details of the community. The question is written on a small slip of paper and cut in two pieces, to be matched. The other half is passed to a boy. For a very large number of people it is better to have the same number on each half to avoid difficulty in matching. The questions should vary, some being descriptive, such as "Describe the Methodist preacher," and others informational, as "When was the schoolhouse built?" while some may be observational, such as "How many windows are there in the club house?" When the partners are found, they are to get or work out answers as nearly correct as possible and be able to answer them when their number is called.

Mummies—Sheets of paper and pencils are passed around. About fifteen persons are secretly taken from the room before the slips are passed, and each is brought in with a paper sack over his or her head. Have the others to guess their identity.

Magic Music—This game is popular with all ages and is an excellent way to teach new songs. First teach the words of the song by having the players repeat each line after the leader (use short, simple songs). The players are seated in a circle when the leader explains the game. One player is "It" and is sent from the circle. While he is absent the leader chooses a member of the circle whose duty is to change something about himself. This might be an untied shoe lace, missing hair ribbon, unbuttoned button, etc. "It" returns to the circle when all the players start singing and walks on the inside of the circle facing each player. The players sing softly when "It" is not close to the person who made the change and louder as he approaches the correct person and very loud when "It" faces the changer. When "It" has found the correct person making the change he must then find what has been changed and correct the change. If correct the players clap and the two change places so that the game may be repeated. Each time the change should be harder.

Scissors—This is an old game played with the players seated in a circle. The leader has a pair of scissors which he passes to the person on his right, saying, "I pass these scissors crossed (or uncrossed)," as he hands them to the player. This player then repeats, "I received the scissors crossed (or uncrossed)," as the other player said, "and pass them crossed (or uncrossed)," and on around the circle. The scissors may be opened for crossed and closed for uncrossed. The catch in this game is the position of the feet. If the player's feet are crossed when he says crossed he is correct and the leader will say yes but if he says uncrossed while the feet are crossed he will be wrong and the leader shakes his head. Before the game is finished the leader will have to do a slow motion change as he passes the scissors in order that all players will be in on the secret.

Describing Someone—Circle formation is used for this game. One person is sent from the circle but before he leaves he is told that they are all to describe someone present and when he returns he can ask any question that he cares to, to which he will receive a truthful answer. While he is absent from the circle everyone is told to describe the person sitting at his right. "It" may ask the color of eyes, hair, dress, or anything that he thinks will help him find the person being described. He can only ask, however, three times, "Is it you?" or "Is it (Mary)?" No one will be describing himself so the answer to "Is it you?" will always be "No." If the player asking the questions seems to have a hard time guessing the correct person the leader may suggest that he ask the same

question over and over. When he guesses correctly another person may be sent from the circle and this time the person sent out will be the one all the players are to describe.

The Lost Chord—The guests are taken into the room one at a time and told that the music will help them to locate the lost chord (a small string). The music is played loud when the player is close to the cord and soft when he is away. As soon as he finds the cord the player is allowed to hide it for the next guest. Any player failing to find the cord is eliminated from the game. If the group is large the players may come in couples with locked arms.

Sing a Song—Hum old tunes. First group that gets together wins prize. For instance, if there are 50 people you'll need 5 old familiar songs. Pass out slips or tell them the name of the song. First group to get together on its tune wins the prize.

Active Games

Alphabet Game—Players are divided into two groups, and assigned to different parts of the room. Each group is provided with a complete alphabet, the letters of which are large enough to be seen across the room. The leaders pronounce the same word at the same instant, and each group spells that word by forming a line of the players who carry the necessary letters. The group which first spells the word correctly scores one. As a variation, the leader may ask questions which can be answered in one word, as "What is the center of our solar system?" the answer of course being "sun."

Animal Blind Man's Bluff—One player is blindfolded and stands in the center of a circle with a wand, stick, or cane in his hand. The other players dance around him in a circle until he taps three times on the floor with his cane, when they must stand still. The blind man then points his cane at some player who must take the opposite end of the stick. The blind man then commands him to make a noise like some animal such as a cat, dog, cow, sheep, etc. From the sound of the voice the blind man tries to guess the name of the player. If the guess is correct, they change places. If wrong, the game is repeated with the same blind man. To entertain a group, two players may be blindfolded, shake hands, and try to catch each other around a table, holding to the table at all times with their left hands.

Bull in the Ring—(For Boys)—All but one of the players stand in a circle with hands firmly clasped. The odd player stands in the center and is the "bull." The "bull" tries to break through the ring by part-

ing the hands of any of the players. If he breaks through, the two players whose hands he parted immediately give chase to him, and the one catching him becomes the "bull."

Barnyard Frolic—Divide group into teams. Give each team a name as chicken, calf, pig, etc. Appoint leader for each team. Turn teams loose to find corn. When a pig finds a kernel of corn he grunts until the leader comes to pick it up. No one may pick up the kernels but the leaders. The team getting the most corn wins.

Balloon Game—Divide the group into two teams, calling one "defenders" and the other "destroyers." The defenders try to protect the balloon keeping it in the air while the destroyers try to burst it by snatching it or stepping on it. As soon as the balloon bursts put another into play and have the destroyers become the defenders.

Crows and Cranes—The entire group is divided into two teams of equal numbers. They form in parallel lines facing each other and toeing the "dead line" dividing them. One team is named the "crows" and the other the "cranes."

Thirty feet back of each line is a base or safety line. The leader stands out at one end of the line and starts the game by making a guttural sound of "cr" or "c-r-r" and then suddenly runs off into "crows" or "cranes." The side whose name he calls turns quickly and runs to safety, while the other side runs after them tagging as many of their players as possible. Those tagged must either fall out or go over to the other side. A score may be kept to determine the winner.

Changing Chairs, Fruit Basket Turn Over, Post-office—Chairs are arranged in a circle very close together. Each chair except one is occupied by a player. This leaves one vacant chair. One player stands in the middle of the circle and calls out "Change to the right." The player sitting on the left of the vacant chair takes it quickly, thus changing his seat to the right. Each player then shifts over to the right when he finds a vacant chair in that direction. No player moves unless there is a vacant chair on his right. In the meantime the player who is standing in the center tries to secure an empty chair. The leader then calls "Change to the left," and the empty chair which happens to be at the left of a player must be taken. If the chair is secured by the center player that one who fails to change becomes "it" and so the game progresses. The calls to reverse direction should be made frequently. Or remove extra chair, give each player name of a fruit or a postoffice, then "It" calls

for two to swap or "Fruit Basket Turn Over" or "General Delivery."

In "Upset" the leader begins the story of a wagon or buggy or car ride. Every time a part is named that person must get up and turn around twice and sit down. When several are mentioned in succession they must change seats. When whole wagon is upset all must change their seats. If the leader secures a seat the person left must continue the story.

Fox and Chickens—Players line up in file formation, one behind the other, arms around the waist of the one in front. The fox stands in front of the file, facing it. The front player in the file is the mother hen, the players behind her the chickens. The mother hen holds arms sideways. The fox runs either left or right and tries to catch the last one in line. The mother hen follows the fox and tries to prevent the fox from getting around the brood. When the fox catches a chicken, the mother hen becomes the fox and the fox becomes a chicken.

Drop the Flower—Form a circle and play the same as Drop the Handkerchief except that a flower is used instead of a handkerchief, and the little song runs like this: "A tisket, a tasket, a green and yellow basket. I sent a bouquet to my love and on the way I dropped it."

Circus—Hide animal crackers all over the living room and hall before the party. Make a "pen" of a suit box by cutting out pieces all around the sides so that it will look like slats. Fasten a partition across the middle so that there will be two separate "pens" and place it in the middle of the floor. Divide the players into two teams and at a signal let them hunt for the animals; those in one team putting the animals they find in one side of the pen and the second team into the other side. At the end of ten minutes call in the hunters and count the animals. They are the winners whose pen contains the largest number of captives. You may make the game more exciting by having the various kinds of animals count differently, elephants 5, tigers 3, horses 1, etc.

Crossing No Man's Land—The ground is marked off by two parallel lines from 50 to 200 feet apart. One player, who is chosen to be "counter," stands on one of these lines with his back to the other players, who line up on the opposite line.

The game starts by this forward player counting 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, loudly and rapidly, the other players moving forward while he does this; but as soon as he says "10" they must stand still, and he at once turns to look at them. He will call the name of any player or players whom he sees moving, and

any so called must go back to the starting line and begin over again. This counting 10 by the one player and moving forward of the others continues until all have crossed the line where the counter stands. The first one over changes places with him for the next game.

Steal the Bacon—Players stand in two straight lines about 15 feet apart facing each other. Each player has a number. One team begins to number from one end of the line, and the other team begins at the other end. In the center of the two lines a handkerchief is set up on a stick or other convenient object.

The leader calls a number, for example, "No. 8"; then each of the two "No. 8" players tries to snatch the handkerchief and get back to his own place without being tagged by the other. Two points are counted for the team of the player who successfully gets back to his place with the handkerchief without being tagged; if he is tagged, one point is scored for the opposing team.

Slap Hand Circle—Players form circle facing to the center with arms extended with palms of hands up. One person (It) is placed in the center of the circle. It attempts to slap the hands of someone in the circle. They may take their hands down or draw them back or turn them over. If It succeeds in slapping their palms the player in the circle exchanges places with him and becomes It. The game may be repeated as many times as desired.

Capture the Flag—Very popular with Boy and Girl Scout organizations all over the world.

Each team appoints a captain, corporal of the prison guard, corporal of the flag guard. The leader acts as umpire and coaches all players. Each team should wear either a head-band or arm-band of the same color.

A path, stream, or two lines can provide the dividing line. Each team has a prison 20 paces from the line with a prison guard that stands close by. The flag of each team is erected 100 yards from the center of the boundry line. Flag guards must stand at least 20 paces from their flag unless an enemy approaches nearer.

When all is in readiness, the leader blows a whistle or bugle. Anyone on enemy territory can be captured. A player when captured is held by one or more opponents, and the word "Caught" must be called three times before he becomes a prisoner. The captive is placed in prison by the person that caught him. A prisoner, if touched by one of his team mates, may escape provided he was actually touching the prison base when tagged. One player can rescue only one

prisoner at a time. Both the rescuer and prisoner must hold up both their hands and they are then allowed to go free back to their own team. Any player attempting to rescue can be caught before he reaches the prisoner, and if caught he becomes a prisoner. In order to capture the flag a player must carry it safely across the border without being caught. If the raider is caught the flag is replanted in its original spot and the game proceeds.

The game should continue for a definite time decided upon beforehand. If at the end of the time neither team has captured the flag the winner is the one with the most prisoners.

Note—Coach players to first locate the flag and report its location. Use weaker players for a false attack on the enemy so that the stronger players can charge the players from the opposite direction.

A handkerchief tied to a stick can be used as a flag. The flag stick should be at least six feet long and erected on a dry spot.

Popularity—Players will form a double circle with the men in the outer circle and the women in the inner circle, or vice versa. The men will march around the circle to the right; the women will march around the circle to the left. Someone at the piano should furnish music for this game. If a piano is not available, a victrola may be used. When the leader blows the whistle, the women will change their course of march, taking the partner who happens to be next to them. If they fail to get a partner, they must come to the center of the circle and wait until the leader blows the whistle again, at which time the women will change their direction and march to the left again. The leader may repeat this as many times as desired. Keep one point in mind. The outer circle, the circle which is marching to the right, never stops. The inner circle does all of the changing in direction. If the leader will keep the outer circle moving all the time, he will avoid confusion and keep the play continuous. This is a good game and a good mixer. It means that everyone will have a new partner every time. It is adaptable for young people, old people, or for mixed groups, or for both young people and old people. If your party is made up of women or of men, you may designate with a handkerchief a woman for a man or a man for a woman. In other words, this game may be used for either group, labeling half of the group as men and half the group as women as the case may demand.

Hot Potatoes—Players stand in a circle. A ball or tightly rolled newspaper is handed around the circle from one player to another while the music is being played. (In the absence of music, a whistle may be

blown at intervals.) Suddenly the music stops and the player holding the ball must step out of the game. This is repeated, one player being eliminated each time the music stops until one player is left. The ball must be passed, not thrown. If, when the music stops, the ball is on the ground, the player having touched it last is eliminated.

This is a Very Solemn Occasion—Players form circle. Beginning with one who is most likely to have a contagious laugh, each player is asked to take one step forward, look those in front of him squarely in the eyes, bow politely three times, and say between bows without even smiling, "This is a very solemn occasion." All other players are free to say and do all the funny things they can to make him laugh, but must not leave the circle, nor is it permissible for anyone to lay hands on one performing.

Blind Obstacle Race—Obstacles are placed down the room in two straight lines. Two players practice running in and out of the obstacles so that they may be able to run blindfolded. After the players are blindfolded remove the obstacles quietly and watch their antics.

April Fool Hunt—Guests are asked to hunt for hidden candies. Two very lovely prizes are exhibited to create interest in the hunt. After about 30 minutes the players will discover that there are no hidden candies, only an April Fool joke.

Musical Blocks—Played in the same order as "Going to Jerusalem." The only equipment needed is a set of A B C blocks, one less than the number of players. The players march in a circle until the music stops, at which time each tries to secure a block. The player failing to get a block must drop out. Each time one block is removed until only one is left.

Hit That Line—Line up the couples in a circle and march around the room while music is playing. Have each boy drop back three girls and this will be his partner for the next game. Now put half of the couples on the left side of the room and the other half on the right, each group standing in a single line with the girl in front of her partner. A leader stands in front of the lines to give instructions. At a given signal the players at the rear of the lines slap the next person in their line on the back, and as soon as this person has been slapped, she slaps the next person in front of her and so on down the line. The leader should stress the fact that a good sound slap is important. When the last person in each line is slapped she yells. Should the lines finish at the same time, the line whose player yells loudest wins. Now turn about is fair play. While the

players are still in single file, have them face in the other direction and in this way each person gets to slap the player who slapped him before!

From this same formation try these:

a. Instead of back-slapping, have hand-squeezing. Have the players hold hands and the last person in each line yells as in the other game.

b. Beginning at the bottom of the line each person in turn sits in a chair long enough to take his feet off the floor, then rises and passes the chair on to the next player. The line finishing first and yelling loudest wins. Begin at the front of the lines with these games every other time.

Catch Your Sweetheart—Form circle with girl at right of each boy. Everyone holds out right hand. Leader starts skipping to right around on inside of circle and reaches out and catches a hand and pulls this person after him. This person in turn catches someone else, and so on until the line is made up of about half of the people in the circle. At a given signal (whistle blows) each person in line must rush to his or her former position in the circle. The last one in place must start the line over again. A boy must always catch a girl and vice versa.

Picnic and Outdoor Games

A number of these games are from suggestions made by the New York College of Agriculture.

I See What I See—A good game right after eating is to lie down on the ground and start looking at various objects. One player describes what he sees while the others guess what and where it is.

Ring the Bell—Hang an old auto tire from a tree and suspend a bell from the top of it so that it swings almost in the center of the tire. Each player takes five stones and gets five chances to ring the bell. Every time the bell rings, score five points.

Discus Throw—Everyone toes a mark and tries to see who can hurl a paper plate the greatest distance.

Scavenger Hunt—A fine way to get the grounds cleaned is to start a scavenger hunt. Give some simple prize to the player who collects the most rubbish in a given time. The rubbish is then either burned or hauled away.

Back Yard Treasure Hunt—Scatter a bag of peanuts all over the yard and let the players hunt for them after dark with flashlights. The player wins who finds the most in a given time.

Bean Shooting—Hang a piece of cardboard on a tree or on the side of the house for a target. Get an old shaving brush and cover the target with lather.

Beans are shot through tubes or with a slingshot at the target. The lather shows plainly if the target has been hit. Give the target a fresh lathering after each contest.

Bottle Croquet—Set up pairs of empty bottles instead of croquet arches. Use stones or potatoes for balls and the foot for a mallet. The game is played like croquet, but if any of the bottles are knocked down, the player must go back to the beginning and start over.

Horseshoes — A horseshoe tournament is always popular. Get old horseshoes, drive two stakes about 30 feet apart, and have contests among the youngsters and grown-ups. Or if no horseshoes are available dig two holes and pitch rocks.

Rock Pitching—Set up cardboard or other available box some reasonable distance from a pitching line and then see how many points each contestant can make in pitching ten rocks into it.

Stunts for Everybody

An Auction Sale—Almost anything may be auctioned off such as the courthouse or the community building. Better still are famous pieces of art such as the statue of Venus. The imagination of the leader and the players will contribute much to the occasion.

Impersonations and Imitations—These are always loads of fun. A clever group should be able to give a splendid imitation of a railroad station or the town loafer, or perhaps the first day of school.

Fashion Shows—A fashion show as a stunt may be either humorous or it may take the trend of comparing modern styles with styles of ten years ago. Take-offs are clever here too on people in the community who are good sports.

The Womanless Wedding—This stunt always creates a lot of fun. Be sure to have all of the participants men and boys and be sure to have them dress their parts well. The bigger the wedding the more fun it is. Or you may make it a manless wedding.

Canning Demonstration—A boy dressed as a woman, canning. He should be dressed outlandishly with hat and bracelet; manicuring nails, powdering nose, fixing hair, rouging lips, and looking at self in mirror. He gets about ready to can and says, "Oh, well, I'm all dressed up, guess I'll run down town and take in a show. If I don't get this fruit canned, we can eat dried prunes anyway." Goes strutting out.

Behind Blankets—Players are divided into two groups, each group having a blanket. One person is chosen from each group to hold the blanket in front

of him and try to hide from the one in the other group who has the blanket. Each player tries to find out who is behind the other blanket without being recognized himself. The one who first guesses correctly who the other is, makes a score for his side. Someone else is then chosen.

Are You There, Mike? — Two players are blindfolded and one is given the name of "Mike," the other "Pat." Each grasps the opposite end of a handkerchief with his left hand, keeping his right hand free to wield a swatter, the players alternating, asking the question, "Are you there, Mike?" (Mike or Pat). The player answering tries to escape being hit with the swatter. Only one attempt at hitting is allowed.

Cracker-eating Race—Four players; each eats three crackers as rapidly as possible; the one who can whistle first after eating wins.

More Funny Stunts—Put paper funnels on two strings to be blown from one end to the other and back. The travel with the big end is easy; the fun begins with the return by blowing into the small end.

Give crowd five minutes to prepare for a masquerade. The variety and ingenuity of the impromptu costumes will be surprising.

Let two individuals try to out-talk each other, the one not talking to hold a block of ice until the other runs out of something to say, who must then hold it, and so on until crowd and two players have had enough.

Let several blindfolded persons try to burst inflated balloons lying around on the floor.

Give all the boys present one minute to unbutton down and button up their vests. The catch comes in the fact that nearly all will unbutton up and button down.

For an apron hemming, give each boy needle, thread, and cloth to make an apron for his partner in a certain length of time. Offer some funny prize to the winner.

Old Timers' Parade and Memories — The piano begins playing, "When Johnny Comes Marching Home Again," and all "home comers" are asked to join in a procession around the room. Immediately after this announce that some friends will show glimpses of "The Good Old Days." This is done by having different ones gives scenes representing historical scenes of the community, or outstanding events. These may be done in pantomime, shadow picture, or play. Take-offs on some of the older members of the community who are still there are always loads of fun.

Stunts for Boys and Young Men

These stunts are used through the courtesy of the National Recreation Association and the Georgia College of Agriculture.

Indian Wrestle—The wrestlers lie upon their backs, side by side, with arms locked, feet extending in opposite directions. The right feet are raised and lowered twice. At the third raising, they lock heels together and each endeavors to bring his opponent's leg down to the ground thereby turning him upon his face.

Keep in the Ring—A large circle is marked off. Players select sides and all station themselves within circle. Three minutes are given to play. Each player tries to force a player outside the circle. When one is forced out, he must remain out, but his opponent may now turn to help his mates. Side having most players in circle after three minutes wins.

Cock Fight—A circle is drawn upon the floor. Two players squat within it and place stick under their knees, arms under stick and hands clasped in front of knees. Each endeavors to tip his opponent over.

Knuckle Down—Place toes against chalk line and kneel down and rise again without help of hands and without moving toes from line.

The Palm Spring—Stand at some distance from and facing wall. Lean forward, supporting palm of the hand against wall. Now spring back to place without moving the feet.

The Finger Feat—Place hands horizontally across the breast, the middle fingers touching tips. Let someone attempt to draw the fingers apart by a steady pull.

Dot and Carry Two — A stoops between B and C, passing right hand behind left thigh of B, whose right hand he grasps, and left hand behind right thigh of C, grasping his left hand. B and C place an arm around A's neck. A raises himself gradually, lifting B and C from the ground.

Tumble-down Dick—Tip a chair forward upon the floor, the back being up. Take hold at about the back of the seat and balancing the body with the hands and elbows, lean forward and touch the head to the top of the chair without letting the chair tip to the floor.

Take a Chair From Under—Arrange three chairs in a line and place heels in one and head in the other, the middle one being under the back. Now sustaining the weight of the body by the heels and head, take the middle chair from under you with your hands, without falling.

Skin the Snake — Players stand in rows in the stride stand position. Each player stoops over and

puts his right hand between his legs and grasps the left hand of the player behind him. At a given signal the last man lies down on his back, putting his feet first between the legs of the player in front of him. The lines walk backward astride the bodies of those behind, and immediately lie down upon having no more to stride. Upon completing the transformation, all are lying on their backs. The last man who lies down now arises to his feet and strides forward up the line, the rest following as fast as their turns come. The grasp of the hands must not be broken. The team that completes this maneuver first wins.

Balancing The Jug—A gallon jug is used, laid on its side. A player sits astride this jug, his hands on the ground, and his feet extended and the heel of one placed on the toe of the other. This gives a precarious position and when the hands are taken from the ground, it is very difficult to balance oneself and prevent rolling over. A severe test is to have a pencil in one hand and a card in the other. After being carefully balanced the stunt is to write one's name on the card. When the hands are removed from the ground the trouble begins, much to the amusement of all.

Rooster Fight—This is an old Greek amusement. A ring six feet in diameter is drawn on the ground. Two players are placed in this who stoop and grasp each his own ankles. In this position they try to displace each other by shouldering. The player loses who is overthrown or who loosens his grasp on his ankles.

Tricks for Party Gatherings

Strange Music—Try this trick while you are sitting at table. Place a glass of water before you, then take a knife and place the blade between the tines of a fork. Quickly withdraw the knife from the fork with much friction and pass the knife over the glass of water, and if you listen carefully you will hear a clear, though faint musical tone.

In order to mystify the guests all the more, you can explain that the pitch of tone depends on the quantity of water you have in the glass. Let the guests try it. They will find that they get no music. Then you can explain to them that it is the fork, and not the knife, that has been producing the sound. While you are passing the knife over the glass and pretending that it is making the musical tone you quietly bring the fork handle down on the table. This makes a "tuning fork" of it, for the vibrations of the tines are communicated to the table and you hear them as a musical tone. If in doing this trick

you keep your own eyes on the knife and pretend to be paying no attention to the fork you can fool the onlookers every time.

A Trip to the Moon—Sometime at a party when those present are scratching their heads to think of something to do, suggest that the crowd go for an indoor airplane ride. Then place two rather large books on the floor, a short distance apart, and lay a piece of board across them.

Blindfold a person who is to ride and have him stand on the board. Have two strong men raise the board about an inch from the books and continue to move it a bit unsteadily as though raising it farther. The person on the board puts his hand on the head of a tall player standing alongside. As the board shakes, the tall man slowly goes down, creating the illusion of elevating the person on the board. At the last, when the rider thinks he is at the top of the room touch him lightly on the head with a board as though he had just hit the ceiling. Then tell the rider to jump off and watch the funny effect. The sport increases as you go the rounds of the crowd and give everyone a ride. No one is permitted to watch until he has "been up."

Water on the Ceiling — Announce that you are going to perform some tricks and ask someone to help you. Give him a stick or cane. Then step on a chair and place a tin cup filled with water against the ceiling. Ask the victim to place his stick on the bottom of the cup and hold it in place. You step off the chair, carry it away, and calmly sit down and watch the results.

Balancing Stunts — Ask a guest if he has steady nerves. He puts his hands on the table palms down. Set two cups of water on the backs of his hands. In a short time it will dawn on him that he can do nothing but leave them there unless he spills the water.

The Teakettle Trick—If you have an old-fashioned iron teakettle you can set it on your hand without burning yourself if the water is boiling in it. This is a law of physics, but to the average person it will look like a brave stunt. Nine chances out of ten they won't try it for fear of burning their hands.

Fortune Telling—Before the party, prepare pieces of plain white paper by writing on them with a small brush dipped in a very strong solution of baking soda and water such names as doctor, lawyer, aviator, actor, etc. Have all the guests seat themselves in a circle on the floor, turn the lights very low and pass out the apparently blank pieces of paper. A witch now appears with a lighted candle in her hand. She goes to each person in turn and promises to reveal the

occupation of the future husband or wife. She takes the paper and holds it above the candle. The heat from the blaze will turn the letters brown so that they may be easily read. The witch should be careful not to hold the paper close enough to the blaze to scorch or set it on fire and so spoil the stunt.

Taking Pictures With a Spoon—It is best used with groups of from 12 to 20—not in age but in number. If the group is too large, it is a little difficult. Arrange secretly beforehand with a confederate to help you. When you go to present the stunt, ask someone in the group to be your assistant. He or she may or may not be in on the secret.

Say you have a magic spoon with which you can take pictures. Produce an ordinary tea or tablespoon. The assistant takes the spoon, you leave the room, and let the group select the person whose picture is to be taken. Then you return to the room, peer intently into the spoon, and announce the person who posed. The trick, of course, is that your secret confederate helps you by copying as nearly as possible the pose of the person who posed for the "picture." That's why it is wise not to try this with too large a group—too many may be sitting in similar positions. In case the group decides to take the confederate's picture, some secret signal can be arranged between you beforehand—for instance, if your confederate is a girl and is wearing a necklace, she might play with it if she is the one whose picture was taken. We've seen both young and old completely mystified by this.

Magic Writing—The player has a broom stick or wand and writes around on the floor, making very curious and elaborate marks. He thinks of a word and starts writing. Vowels are shown by taps (one for A, two for E, three for I, four for O, five for U); consonants by the first letter in sentence. An example: the word is hat. Say, "H-ere I go." Write all around and tap one. Write quite a bit more and say, "T-here it is."

If the other players can't get on to it, don't tell them. Sometimes it takes weeks to get on to it.

Two-part City—Two players understand that the second city named after a city with a two-part name such as St. Paul, Sioux City, New York, is the city chosen by the group. One player leaves the room. The players select a city, say "Washington." The player returns. His partner says "Is it Boston?" "No." "Is it Grand Rapids?" "No." "Is it Chicago?" "No." "Is it Washington?" "Yes," for that is the second after Grand Rapids, the two-part city.

Palmistry—Here are a few points on palmistry that may be useful.

Firm and smooth skin indicates a desire for the finer, higher, and more beautiful things of life. Such people need harmony, congeniality, and a well-ordered home.

Coarse skin indicates a person who is easily satisfied. Such people have definite ideas of what they want along certain lines but would rather fight than work for their heart's desires.

In feeling of the hands, notice the following:—

Flabby hands belong to a selfish person, while firm strong hands denotes a capable person with ambition and vitality.

A long, well molded thumb indicates brilliance and power of will.

Small and poorly developed thumbs stand for weak will power and listlessness.

Long fingers show fondness for detail.

A person with short fingers cares only for effect and results.

Straight fingers indicate responsive, emotional people.

Space between fingers indicates the extent of one's curiosity.

Long finger nails belong to a docile, easy-going person.

Short nails, one who is always criticising, a good humor, and a logical mind.

Water Games

These games are recommended by Georgia 4-H club leaders as especially appropriate for swimming parties.

Tub Race—Two or more contestants, each seated in a tub, race a short distance to a goal line, propelling themselves with their hands.

Hand-Paddle Boat Race—Two or more boats are entered. Each is manned with four or more bathers who propel the boat, paddling with their hands only.

Run, Swim, Paddle Race—Contestants run to the water's edge, walk or swim to a canoe or rowboat, climb into it, and paddle with their hands to a finish line.

Sea Horse and Rider—This is an excellent father and son event. Sons are mounted on their fathers' backs. In this position the contest is started in water waist-deep. In a free-for-all fight, sons try to dismount each other. As soon as a horse falls, or when a rider is dismounted, both must go ashore.

Water Tug-of-War Rush—Two teams line up on the shore. At the word "Go" they rush to a rope, the center of which is secured with a string to a stake

in water knee-deep. Teams attempt to pull each other beyond the stake.

Nature Games

These nature games are used by courtesy of The Farmer's Wife, St. Paul, Minnesota.

Nature Alphabet — Divide the players into five groups (fewer groups if the number of players is small). Give group No. 1 the first five letters in the alphabet, the second the next five, etc. Each group is to go out and find something in nature that will represent each letter which it has, then bring it back. For instance an apple for A, buttercup for B, rock for R, toad for T. Some of the letters will be extremely hard to find, or as hard to bring back. In a half hour, the group returns and arranges the nature alphabet in order. If a longer time is desired for this game, have them see how many different things they can find to represent each letter.

Sundial—This game is played in a large room or out-of-doors. A circle is drawn and the north is indicated on it. Players stand outside the circle. The leader asks numbers of questions such as "What time does school start?" "When do we eat lunch?" "When does the sun set?" "Where is the sun at ten o'clock?" In answer to these questions, the players rush to the place on the circle where they think the sun would be at that time. The first to reach the right place stays until all the hours are filled.

Roadside—This is a splendid game for a hike, for it makes the miles roll by in no time at all. It can be played with two or two dozen. The group decides what things they are to look for—certain kinds of birds, flowers, trees, wild animals, snails, or animal tracks. Each player then gathers 21 counters—pebbles seeds, or nuts. Whenever he sees any one of the objects specified, he yells "Pegs" and throws away a counter. The one who "pegs" all his counters first wins.

Nature Blindfold—The players sit in little groups and must either shut their eyes or be blindfolded. Each group has a captain who goes to the leader who gives each of them a specimen of tree or plant for the groups to identify, either by touch, smell or taste. After all have had a chance to guess the specimen, it is hidden and the players open their eyes and write down their answers. Pine, oak, sassafras, walnut, or evergreens are good for smell; blueberry, persimmon, and sour grass for taste; and hickory, poplar, or oak leaves or ferns for feeling.

Nature in the Fall—Hang on the walls pictures of the different birds which spend the winter in your territory and silhouettes of trees that are familiar.

These are all numbered. Count off the players in two's, regardless of sex, and give each couple pencil and paper on which to put the names of the birds and trees. Only the more familiar trees and birds should be used. Allow 20 minutes for guessing the names of the birds and trees and then have the couples grade their own papers. To the one with the greatest correct number of answers give a bouquet of flowers or a small potted plant. Seeds or insects or grasses or other plant or animal life forms may be used.

Relays

Relay games are excellent for large groups and may be adapted to almost any conditions. The simplest relays require the carrying of some object to a certain spot and back or to the next in line on the same team.

Overhead Relay—Divide the group into teams of about 25 each (or less) and line them up in single file, all facing the end of the line. A basket ball or some similar object is then given the first player of each team and on signal is passed back overhead to the last player in line who carries it forward to the front and passes it back again. This continues until each person in the team has carried the ball. First team through wins.

Hopping Relay—Form two or more lines with an equal number in each line. The leader of each line or team jumps to a goal, runs back, and touches the next person in line, then takes his place at the foot of his line. The team finishing first wins. This game is great fun if played by couples, holding hands and hopping or jumping to the goal. This relay may also be varied by walking instead of hopping or jumping, and by using a newspaper placing one sheet on the ground and stepping on it with the right foot then putting other sheet of paper down and stepping on it with left foot and so on walking on paper until the goal is reached. The line finishing first wins.

Elopement Relay—Get a suitcase for each line and in it put articles of attire. The person at the head of line takes suitcase, starts out for goal, opens it on the way and dons all articles before reaching goal. Returning, he removes articles, deposits them in suitcase, and hands it to next in line. After his task is done he takes his place at end of line and next man repeats. Line finishing first wins.

For couples this may be varied by requiring boy to tie his tie when they reach a certain point, girl to untie it, and then both race back to next couple in line on their team.

Clothes-hanging Race — In the clothes-hanging race, two teams, of an equal number of couples,

stand in relay formation. The first couple in each team starts, on the signal, with a suitcase filled with old clothes of all descriptions. Suitcases must contain the same number of similar garments. The couples run to a point where a clothesline has been hung, and together hang up all the clothes in the suitcase. They then run back to the start, give the suitcase to the next couple, who go and take the clothes from the line. This continues until all of the couples have run. As each couple comes back, the two players go to the end of their line, and the next couple moves up to the starting line. The team to finish first is of course the winner.

Candle Race—Each player is given a candle and a couple of matches, and when the starting signal is given, each must light his candle, and run the race of twenty yards, taking care that his candle continues to burn. He may make a windshield of his hand, to protect the flame as he runs; but if the flame goes out, he has to retire from the race. An unburned candle is given for the prize.

Egg Race—Select two goals, have piles of eggs, six in the pile, at one goal. As many contestants enter as there are piles of eggs. Each one is armed with a teaspoon. His duty is to pick up an egg on the spoon and run with it to the other goal and deposit it in another place, go back, get another egg, until his pile has all been transferred. The one who does this quickest wins. He might receive an old hen for a prize. The same game may be played with potatoes.

Three-legged Race—Two persons enter this as one. They stand side by side and have their legs inside bound fast together. They now race on three legs.

Handkerchief Tie Race—Divide the group into two equal divisions. One way to do this is to have all the girls on one side and all the men on the other. Then line up each side opposite each other. The first player in each line holds a large handkerchief which he must tie around the neck of the player next in line who then unties it and then ties it to the neck of the next player, continuing through the line. The race is won by the line whose last player carries the handkerchief back to the starting point first.

Paper Bag Relay—Players form in two or more even lines, one player behind another. Each player is given a five-pound paper bag. At a given signal the rear player in each line blows up his bag and bursts it on the shoulders of the one in front of him. The second player then does likewise and so on down the line. The line finishing first wins.

Driving the Pig to Market — The leader in each line is given a wand (broomstick) and a pig (any round bottle). The "pig" must be driven with the

wand to the finishing line and back to the starting line where the wand is given the next player who does the same thing. When a player finishes his "run" he takes his place at the end of the line. Each line tries to be the first to have every player get the pig to market.

Memory Contest—Each group selects a representative who is sent out of the room. Fifteen different objects are placed in a straight line, about six feet apart. Each contestant is blindfolded and brought to the starting line. He is instructed to run, as soon as the blindfold is removed, to the opposite goal, in fifteen seconds, noticing as many things as possible. When he gets to the goal a piece of paper and pencil are given him and he writes down the objects. The other contestants go through the same thing one at a time. Seven is a good score.

Tag Games

Heel and Nose Tag—It sometimes adds to the fun of a tag game to consider a player safe from being tagged when he holds his nose with one hand and the heel of his foot with the other. If more than 25 players, use two "Its."

Third Man Tag — Players form a double circle facing the center. The player who is "it" goes around the outside of the circle and tags two players. All three run around the outside of the circle and refill the places left vacant. Players have the privilege of circling the outside in any direction. The player left out is "it."

Cross Tag—"It" starts after any player he chooses, but must change his course to pursue any other player who runs between "it" and the one he is chasing. Thus a fresh runner may at any time divert "it" from a tired player who is nearly tagged.

Japanese Tag—In this form of game, whenever a player is touched or tagged he must place his left hand on the spot touched, whether it be his back, knee, elbow, ankle, or any other part of the body, and in that position must chase the other players. He is relieved of this position only when he succeeds in tagging someone else.

Good Evening—A circle is formed, the players facing toward the center. An extra player goes around the outside of the circle and touches someone's shoulder. Immediately he and the one touched start around the outside of the circle in opposite directions. When the two meet they stop, shake hands and say, "Good Evening, Good Evening, Good Evening," and continue on their way, trying to be the first to reach the vacant place in the circle. The player who fails, continues to run and tags someone else

and the game continues. If there is a mixed group or if the game is played indoors the "runners" should walk instead of run.

Monkey Tag—If a large number play there should be two or more "Its." "It" is selected, and upon the signal he may tag anyone who is not hanging by his hands from some object, feet off the ground. The one who is "It" may stand ten feet from any player and yell "fruit basket," at which time the players drop to the ground and find another place to hang.

This tag game may be varied with "Statue Tag" which requires everyone to be in a position given by the person playing "It," for instance Statue of Liberty, The Discus Throw, or any other familiar pose. "Turtle Tag" may also be used. The necessary position in this tag game is on the back with feet and arms in the air. Almost any age can take part in these.

Partner Tag—All the players but two hook arms in couples. Of the two who are free, one is It, or chaser, and the other is the Runner. The runner may save himself by locking arms with either member of any couple he chooses. Whenever he does so, the third party of that group becomes runner and must save himself in like manner. If the Runner is tagged, he becomes It, or chaser, and the chaser becomes the runner. To get the proper sport out of this game, the couples should run and twist and resort to any reasonable maneuver to elude the runner who is likely to lock arms with one of the couple and so make the other a runner. If the crowd is large have more than one runner and chaser.

Contests for All Occasions

For a Cake Sale or Box Supper—What kind of cake would you buy for:

1. Sculptors? (Marble Cake)
2. Politicians? (Plum Cake)
3. Geologists? (Layer Cake)
4. Advertisers? (Cream Puffs)
5. Dairymen? (Cream Cake)
6. Milliners? (Ribbon Cake)
7. His Satanic Majesty? (Devil's Food)
8. The Betrothed? (Bride's Cake)
9. Gossips? (Spice Cake)
10. Idlers? (Loaf Cake)
11. Pugilists? (Pound Cake)
12. One who lives off his friends? (Sponge Cake)

Flower Show—On a table the following articles are placed and the guests have to guess the name of the flower they represent. Prize—a potted plant.

1. A bell cut from blue paper? (Bluebell)
2. A rod wrapped in gold or yellow paper? (Golden-rod)
3. A paper with a heart pasted on it and by the side drops of red ink? (Bleeding Heart)

4. A horn? (Trumpet vine)
5. A cup and some butter? (Buttercup)
6. The mouths of a man or woman's picture?
(Tulips)
7. Rows of beans? (Roses)
8. A clock face set a four o'clock (Four o'clocks)
9. A pea on a big letter E? (Peony)
10. Pop-corn partially popped? (Poppy)
11. A picture of a snow-capped mountain? (Snow on the mountain)
12. Green peas in a dish of sugar? (Sweet pea)

Flower Puzzle—Guess the names of flowers from the following slips which are pinned around the room:

1. An animal and a covering for the hand? (Fox-glove)
2. A girl's name and a precious metal? (Marigold)
3. Fragrant letters? (Sweet peas)
4. Precise and a girl's name? (Primrose)
5. A feminine title of respect and that which is worn on the foot? (Lady slipper)
6. A piece of wood covered with gold? (Goldenrod)
7. A part of the hand? (Palm)
8. Two names for a girl? (Rosemary)
9. A certain time of the day? (Four o'clock)
10. Fragrant, and a boy's name? (Sweet William)

For Garden Club, or a Bride's Shower—"A Flower Romance."

Fair (Marigold) a maiden was, (Sweet William) was her lover.

Their pathway twined with (laurel); it did not run through (clover).

The lady's tresses raven were, her cheeks a lovely (rose),
She wore fine (lady's slippers) to warm her small (pink) toes.

Her (poppy) who was an (elder) and had a (mint) of gold.

Was an awful old (snapdragon) to make your blood run cold.

His temper was like (pepper); his daughter's heart he wrung.

With words both fierce and bitter; he had an (adder's tongue).

The lover's hair was like the (flax), a pure Germanic type.

He wore some (Dutchman's breeches) and smoked a (Dutchman's pipe).

For a Fall Party—(A Nutty Game)

What nut is a large country? (Brazil nut)

What nut is the side of a room? (Walnut)

What nut is a vegetable? (Peanut)

What nut is a breakfast food? (Grapenut)

What nut is a chest of drawers? (Chestnut)

What nut is a drink? (Coconut)

What nut is a girl's name? (Hazelnut)

What nut is a seashore? (Beachnut)

What nut do we spread on our bread? (Butternut)

What nut do our mother's make? (Doughnut)

The Mysterious Penny—The answers to the following contest will be found on a Lincoln penny. Pro-

vide each guest with a paper and pencil and to the one getting the most correct answers give a Lincoln penny as a prize:

A part of a needle? (eye)
A part of a river? (mouth)
A part of a hill? (brow)
A part of a body? (head)
A place of worship? (temple)
A tropical fruit? (date)
What burglars break? (locks)
What mails contain? (letters)
The best place of all? (U. S. A.)
The hope of every revolution? (liberty)
What we don't want of a skunk? (one cent)

A Musical Romance—If you are planning a musical party this contest will be just the thing. You will need a piano and someone to play the various selections.

1. The bride was Irish and her name was (Peggy O'Neil)
2. The groom was (Ben Bolt)
3. They had known each other since childhood during (School Days)
4. He proposed (In the Evening by the Moonlight)
5. It was near the water (Down by the Old Mill Stream)
6. It was there he was his love so that no one could hear him. (Whispering)
7. When leaving she said (How Can I Leave Thee)
8. He replied—It will seem ages (Until We Meet Again)
9. He became lonely and cried to the ocean (O Bring Back My Bonnie to Me)
10. We now see them at home sitting (In the Shade of the Old Apple Tree)
11. They were soon married and her bouquet was a (Sweet Bunch of Violets)
12. This completed their romance and it was the end of (A Perfect Day)

A Music Contest—Nearly every community likes to sing. For an interesting variation to some "community sing" or as a part of a regular community meeting, let the pianist play a few notes from 15 to 25 hymns, old favorites, popular songs, etc. You'll want to adapt your list to the crowd and to their ages. You'll want to have several that everybody will find easy; several that will not be so easy. Let each person write down in order what he or she thinks the song is. Award a small prize (something musical) to the person getting the largest number right.

Here's a suggested list of 25 for a mixed crowd:

Jesus Lover of My Soul
I Want a Girl Just Like the Girl That Married Dear Old Dad
Red Wing
I Wonder What's Become of Sally?

Tiptoe Through the Tulips
 Toreador Song from Carmen
 Overture from William Tell
 Blest Be the Tie That Binds
 Stars and Stripes Forever
 Amazing Grace
 Come, Thou Fount of Ev'ry Blessing
 How Firm a Foundation
 Music Goes Round and Round
 Suwannee River
 America The Beautiful
 Juanita
 The Old Oaken Bucket
 Silent Night, Holy Night
 The Man on the Flying Trapeze
 Bury Me Not on the Lone Prairie
 Sidewalks of New York
 The Rosary
 Reveille
 Dixie
 Your state song

For a Sunday Night Party — What book of the Bible—

1. Does the postman bring? (Epistles)
2. Is used at funerals? (Lamentations)
3. Is found in a law court? (Judges)
4. Means "beginning"? (Genesis)
5. Is sung in church? (Psalms)
6. Means "good news"? (Gospels)
7. Is used in arithmetic? (Numbers)
8. Is a mineral? (Micah)
9. Pertains to churches? (Ecclesiastes)
10. Means a disclosure? (Revelation)
11. Is a girl's name? (Ruth or Esther)
12. Is full of wisdom? (Proverbs)
13. Means "history"? (Chronicles)
14. Is a ruler? (Kings)
15. Means a race of people? (Hebrews)
16. Is a boy's name? (Samuel, John, Mark, etc.)

These questions should be answered without a Bible.

A Country Contest—All answers to these questions are countries or well-known islands:

1. What are you after a long hike? (Hungary)
2. A delicious flesh? (Turkey)
3. A place where some animals stay, and the German coin? (Denmark)
4. That which is essential in cooking? (Greece)
5. A beloved pet? (Canary)
6. What describes a November evening? (Chile-chilly)
7. A dark but favorite fowl for eating purposes? (Guinea)
8. What a whipped child generally does? (Wales-wails)
9. A letter of the alphabet, and a culinary utensil? (J-pan)
10. A girl's name whose initial letter and final letter is "A"? (Alberta)
11. Frozen water and a place of soil? (Iceland)

Tree Contest—An outdoor party-giver should find this contest very appropriate, as all the answers are names of trees.

1. Which tree a kissing game could play? (Tulip)
2. And which its father's name could say? (Pawpaw)
3. Which shall we wear to keep us warm? (Fir)
4. And which do ships prefer in a storm? (Bay)
5. Which shows what lovelorn maidens do? (Pine)
6. And in your hand which carry you? (Bamboo or Palm)
7. And which is it that the fruit men fear,
Which makes a call each 17th year? (Locust)
8. And from their pipes men shake which tree? (Ash)
9. Which tree does a bad boy hate to see? (Hickory)
10. Which is a man bright, dapper, neat? (Spruce)
11. Which is a girl both young and sweet? (Peach)
12. And on which do the little children play,
With pail and shovel all the day? (Beech)
13. And to which trees shall we now turn
For goods to wear and stuff to burn? (Cottonwood)
14. And now divide you one tree more
You've part of a dress and part of a door?
(Hemlock)
15. Which tree in church doth office hold? (Elder)
16. And which is a county in Ireland old? (Cork)
17. The carpenter doth use which tree
To make his wall as straight as can be? (Plum)
18. For this one do not look so far
Which tells what charming people are? (Poplar)
19. Which tree on calendars find you? (Date)
20. Which is a joke told times not few? (Chestnut)
21. And on our feet we'll wear which tree? (Sandal-wood)
22. And which our hero's crown shall be? (Laurel)
23. Another tree to find just try
For fish and fuel for fry? (Basswood)
24. Now, last of all, what tree have we?
The first an animal faithful indeed,
The second our country's industrial need?
(Dogwood)

Alphabet and Numerals—Here is a contest for you to try on your friends, but try it first yourself, and see how well you can do. What letter or what numeral expresses each of the following:

1. An insect? (B)
2. An important organ? (I)
3. The German's "no"? (9—"Nein")
4. What a Chinaman used to wear? (Q)
5. A pronoun? (U)
6. A type measure? (M)
7. An ocean? (C)
8. A golf term? (4)
9. What we do not like to do? (O)
10. A bird, or a foolish fellow? (I)
11. Opposite of lost? (1)
12. What we did at the banquet? (8)
13. A river in Scotland? (D)
14. A beverage? (T)
15. A preposition? (2)
16. A driving command? (G)
17. An extension to a house? (L)
18. A small vegetable? (P)

Cheeses—Here is a brand-new one.

1. What cheese do we eat with sugar and cream?
(Peaches)
2. What cheese do we get at the tailors? (Breeches)
3. What light cheese do smokers use? (Matches)
4. What Irish cheese does an Irishman have on his pants? (Patches)
5. What kind of cheese did doctors once use?
(Leeches)
6. What cheese do we have at midday? (Lunches)
7. What cheese does a prizefighter use? (Punches)
8. What cheese do we find in a park? (Benches)
9. What cheese does a dressmaker use? (Stitches)
10. What cheese enables a blind man to read?
(Touches)
11. What cheese are cattle raised on? (Ranches)
12. What cheese do soldiers fight in? (Trenches)
13. What cheese do all of us like? (Riches)
14. What cheese does not look well on a lady's face?
(Blotches)
15. What cheese do we get in a bramble patch?
(Scratches)
16. What cheese do we find in a vegetable market?
(Bunches)
17. What cheese does a lame man use? (Crutches)
18. What cheese do we make run for us? (Watches)
19. What cheese do we see on broomsticks? (Witches)
20. What cheese do farmers use on their gates?
(Latches)

Words in Letters—

1. What two letters does a Jew call his son, Abraham?
(AB-Abie)
2. What two letters do we say of a box when there is nothing in it? (MT-empty)
3. What girl's name is pronounced in two letters?
(LN-Ellen)
4. What two letters is a Jewish nickname for Isaac?
(IK-Iky)
5. A metal string is what two letters? (YR-Wire)
6. What plural letter do billiard players use?
(Q's-Cues)
7. What two letters do we call a shabbily-dressed man? (CD-Seedy)
8. What two letters is a girl's name? (KT-Katie)
9. What two letters mean to rot? (DK-decay)
10. If a task is not hard, how can you express it in two letters? (EZ-easy)
11. What two letters do we call an octogenarian?
(AT-eighty)
12. What does Johnny call his girl (two letters)?
(QT-cutie)
13. What plural letter do we call a learned man?
(Y's-wise)
14. What two letters is a short written composition?
(SA-essay)
15. What do we like our medicine to do (two letters)?
(QR-cure)
16. What two letters do we make from grapes?
(YN-wine)
17. What two letters is an Indian tent? (TP-tepee)

Christmas Words—The paper contains a list of words relating to Christmas which are misspelled. See if you can arrange them correctly.

- | | |
|------------------------------|---------------------------|
| 1. Natas Uacls (Santa Claus) | 8. Tsokegnis (stockings) |
| 2. Matrischs (Christmas) | 9. Atsr (star) |
| 3. Siew Emn (Wise men) | 10. Michyen (chimney) |
| 4. Lhyol (holly) | 11. Fitsg (gifts) |
| 5. Namerg (manger) | 12. Eteostmil (mistletoe) |
| 6. Erte (tree) | 13. Eldnacs (candles) |
| 7. Sdrehpehs (shepherds) | 14. Einredre (reindeer) |

THE COUNTRY CHURCH

In some great day
The country church
Will find its voice
And it will say:

"I stand in the fields
Where the wide earth yields
Her bounties of fruit and of grain;
Where the furrows turn
Till the plowshares burn
As they come round and round again;
Where the workers pray
With their tools all day
In sunshine and shadow and rain.

"And I bid them tell
Of the crops they sell
And speak of the work they have done;
I speed every man
In his hope and plan
And follow his day with the sun;
And grasses and trees,
The birds and the bees
I know and I feel ev'ry one.

"And out of it all
As the seasons fall
I build my great temple alway;
I point to the skies
But my footstone lies
In commonplace work of the day;
For I preach the worth
Of the native earth—
To love and to work is to pray."

—*Liberty Hyde Bailey.*

CHAPTER 3

Money-Making Socials

Nearly every organization finds it necessary to raise funds for operation from time to time. A few new and delightful ways are suggested below, which may be used to vary the time-honored box suppers, ice cream socials, and silver teas.

One of the most enjoyable for the young folks is a "Colonial Cotillion." Another is a "Peasant Carnival." Reports from active clubs in the South bring new ideas. In South Carolina a combination of garden party and fashion show was held at Farm and Home Week, which might furnish an idea for other clubs. Especially is this adaptable when clothing demonstrations are being carried on by the home demonstration clubs.

From Arkansas come reports of a "White Elephant Sale" for raising money for delegates. Each brought her own "white elephant"—some article of value but useless to her. These were sold to the highest bidder. Spirited bidding is great fun. Pet and flower shows offer possibilities.

Fashion Show

If given at the change of the season when there is real interest in style, it may feature up-to-date styles. Clothing for the purpose may usually be obtained by any reputable club or organization from some merchandise house for the purpose of advertising.

What is more fun and less trouble is to have a fashion show as of the current date the year 1950. Imagination may run rife as to what will be worn by them. A platform should be constructed for the models to display their frocks. You may either instruct everybody to come dressed as the models or may have a few selected from the club to model the clothes, which should be as ridiculous as possible. A prize for what the crowd believes to be the best "guess" or for the most original costume may be given.

Refreshment tables should be arranged about the lawn, where punch and sandwiches may be dispensed.

There are endless ways of deciding on the admission price. A cent for every inch of height is a favorite way. Or measure their waists and charge them a given sum for their measurements. Or you may call it a silver tea and fashion show and let the donations be free-will offerings. The event should be well ad-

vertised in advance, letting it be known that the party is for the benefit of some worthy cause. It might be brought to a close with a cake sale, letting the guests bid on the cakes in much the fashion as is followed at box suppers.

Peasant Carnival

Somebody's back yard or wood lot is a fine place for a carnival. It should be a merry, brilliant affair, with tables arranged in appropriate places out of doors. The carnival can take the spirit of a Mardi Gras carnival, duly adapted to the season in which it is given. People may be informed by posters or over the telephone, or by word of mouth.

Plaid peasant tablecloths add just the right note. The serving girls and others should wear peasant costumes, with colored kerchiefs and shawls. A few booths should be constructed to take care of the articles for sale or amusement. Be sure to have a Gypsy fortune teller in one of them behind a bright mysterious curtain. At one booth mysterious packages may be done up in various colors and sizes. These should be sold for a sum—a few cents—and let the customer take his choice. They may hold garden seeds, bulbs, cookies, etc.

Dress up the tea cart or perambulator with festive crepe paper for vending the refreshments. With care and some boards the perambulator makes a nice wheel cart for the sandwiches, etc. A small "Dutch" boy with a dog cart can haul a pail of lemonade or other edibles for sale. Neapolitan girls or boys vending flowers from a cart or stall add to the charm of the occasion.

The Harvest Festival

The ideal month for this festival is October when all of the leaves are turning, the cornstalks just right for decoration, the apples ripe, and the pumpkins ready. Secure a large hall or auditorium for the festival and build your festival around a fair. Arrange the booths like a midway—down the center of the hall—and if possible secure a small tent for each booth. If it is impossible to get the tents, use cornstalks and build booths of these, using pumpkins, autumn leaves, apples, and other fruits for decorations.

Sell tickets for either two cents or five cents each to be used in payment for admittance to the different exhibits, or for articles purchased at the various booths.

Arrange the booths for candy, fancy work, fruits, canned goods, and other things for sale in the first

four booths and then follow with a booth for each of the following fun tents.

Rogues' Gallery.—Be sure this is advertised well. Secure, mount, and index carefully several dozen pictures of members of the club, most of them very old photographs taken years ago. To the person who guesses the largest number of the pictures correctly present a small print that may be secured from the ten-cent store.

See the Monkeys.—Allow only a dozen to enter this tent at one time. Have them form a circle and give each in turn the name of an animal and tell them there will be two with the same name. An apple is placed in the center of the circle. Those whose names are called are to see who can grab the apple first. The leader or person in charge of the tent has given the name of monkey to each of the players, and when he calls "Monkey" all dash for the apple.

Apple Tenpins.—Lay several planks side by side and cover them with a sheet stretched tight to make a good rolling surface. The surface should be about 4x8 feet at the height of an ordinary table above the floor and sloped slightly upward at the farther end. A row of apples is placed like tenpins at the farther edge and beneath this is placed a basket to catch them as they fall. A baseball is rolled from the opposite end of the table each guest taking turn in seeing how many apples he can knock into the basket with three trials.

Throwing Horseshoe Nails.—A 12-inch square of soft wood is used as a target against a blackboard. The target is marked with bull's eye and two rings. The bull's eye counts five points; the inner ring, three; the outer ring, two; space outside the second ring but on the target counts one point. A score of five to nine points wins a small prize. The contestant who wins from 10 to 14 points has the choice of a pound of homemade candy or a pumpkin. Nails are thrown from a railing 10 or 12 feet from the target. Five throws may be sold for five cents.

A Cackle Day

One of the simplest and cleverest ways to raise that extra money needed for your community organization is through a cackle day. Divide the group into two sections—the Reds and Blues, each having a group captain. Announce before the drive starts that the losing side entertains the winning side. Also announce the day through the local school and churches and by attractive posters.

A hen will count 50 points; an egg, 1 point. Have judges to keep records and a definite time to start and to close the contest.

When a complete canvass has been made of the community for hens and eggs, a special committee should visit nearby hotels and meat markets and sell at retail price in order to secure the most profit on the day. Provide plenty of chicken coops and egg crates ahead of time. This activity properly organized will get results. Well-dressed hens will bring more on the market.

A White Elephant Sale

Ask each member of your club or organization to bring a neatly wrapped package to the meeting on a certain date. Sell the packages to the highest bidder. In connection with such a sale, use the following precautions:

1. The contents of the packages are to be kept secret.
2. Select a well-known, popular person to auction off the packages.
3. Give a free program along with the sale to have a good crowd.

A Country Store

Secure a nice auditorium and decorate the stage like a country store. Many communities like to use the "Lum and Abner" Pine Ridge store, an idea which is fine and gets results. Select attractive merchants and clerks and have them dress in old-time costumes.

Getting the stock of goods is easy. Call on every housewife; ask for a free donation of needlework, dressed hens, jars of fruit, cake, eggs, etc. Each will give something. Also call on merchants. Advertise through local papers and posters. You will surely be amazed at results. Some communities have realized more than \$100 on this idea.

Old-Timers' Party

Community leaders rarely realize how much splendid talent they have until they begin to hunt for it. Build a program around things that mother, dad, and grandparents used to do. In this, bring out the "old square dance" and old-time costumes. Have some mother or grandmother demonstrate the spinning wheel on the stage. The children will enjoy it. Have these contests during the evening:

Buck dancing, hog calling, husband calling, whistling, spelling from blue-back speller, and prettiest old-time dress. This program is easily gotten up and can be given on short notice.

CHAPTER 4

Folk Dances Everybody Enjoys

Instructions for Dances From Other Lands were prepared by Edythe Saylor, Associate Professor of Physical Education, Alabama College.

Folk Dances From Other Lands

Ever since time was, people have danced. In the early days they praised the Lord in cymbal and dance. Primitive man danced for many of the things for which we pray today—he danced for rain, he danced to insure a bountiful harvest, he danced when someone was sick, he danced to praise the Lord for a plentiful crop, and he danced to give him courage in war. It is said that in parts of Africa a man is not asked to what tribe he belongs, but, "What do you dance?"

Dances from different countries reflect the character and occupations of the people. In the Scandinavian countries where the nights were long and the days short, there was plenty of time for dancing in the long winter evenings and we find the dances very sprightly, with much skipping, a great deal of movement, and many of the dances done in partners or threes, practically never alone. These social Scandinavians often sang while they danced, or those who sat around watching the dancing sang to the music.

How Do You Do, My Partner

How Do You Do, My Partner is a Swedish dance done in a circle. Boys and girls stand in a single circle facing toward the center, the boys to the left of the girls. As they sing, "HOW DO YOU DO, MY PARTNER," the boy makes a deep bow to the girl. On "HOW DO YOU DO TODAY" the girl bows to the boy. Then as they sing "WILL YOU DANCE IN A CIRCLE?" the boy bows again to the girl. On "I WILL SHOW YOU THE WAY" the boy takes the girl's right hand in his right hand, her left hand in his left hand, turns the girl a quarter of a turn to her right and steps up beside her on her left. This makes the girl on the outside of the circle, the boy on the inside and all facing around the circle, so that when they move forward they will be moving in the direction opposite to the hands of a clock. Now everyone skips around the circle singing "Tra la la, la la la" as the music is repeated. The dance may be repeated as often as desired.

Music: Victor Record 21685.

Crested Hen

Crested Hen is another rollicking dance, from Denmark this time. One boy and two girls form a small circle of threes joining hands. The step throughout is a step hop. You step on the right foot and then hop on it, then repeat with the left foot. Everybody takes eight step hops moving to the left around the circle. Then everyone takes eight step hops back to place, moving right. Now the girls drop their joined hands but keep hold of the boy's hands. Put unattached hands on hips. The girl now on the right, taking the step hop step, dances across in front of the boy, then under the raised hands of the boy and other girl and comes back to place, while the boy dances under his own raised arm and gets back to place. The second girl takes step hops in place. This should be done in eight steps, hands still clasped. Now it is the girl on the left's turn. She does the same thing and the boy turns under his own hands again. This dance may be repeated as often as desired.

Music: Victor Record 21619.

Shoemakers Dance

This Danish dance called Shoemakers Dance reflects the occupation of the people. A song is often sung with it.

*Wind, wind, wind, the other way around,
Pull, pull, and pound, pound, pound,
Wind, wind, wind, the other way around,
Pull, pull, and stamp, stamp, stamp
Face to face and back to back
Face to face and back to back.*

(Repeat last two lines.)

Form a double circle with partners facing each other. While everyone sings the first line, double up fists and, holding them chest high, circle them around each other. Repeat revolving fists in opposite direction. On the second line, jerk elbows backward twice and then pound fists together three times, symbolizing the pulling of thread through the shoe and pounding the nails in. On the third and fourth line repeat the pantomime but substitute three stamps in place for the pounding. Now face in the line of direction, join inside hands with partner and put outside hands on hips. Starting with the outside foot take two slides forward, turning practically face to face. With a little hop turn back to back, keeping your same hands joined and holding them high in the line of direction. Take two more slides in the line of direction, starting on the feet that were originally inside but are now forward. With a hop, turn and face each other and repeat these two steps.

This step is sometimes called a "face to face and back to back polka step."

Music: Victor Record 20450.

Broom Dance

The German dances are very much like the Scandinavian ones with much singing, simple steps, and a good deal of activity. Broom Dance is an excellent mixer. For this dance you need an uneven number of people. If there are too many boys, some of them can tie handkerchiefs around their arms to show that they are being girls for this dance, or girls may be boys if they are in the majority. All the boys stand in one row while the girls stand in a row facing them and at least 30 feet away. The odd person stands in the middle with a broom in his hand. Everyone sings, "ONE, TWO, THREE, FOUR, FIVE, SIX, SEVEN," as they take little running steps toward each other, the person in the center pretending to dance with the broom. Then as the lines take running steps backward away from each other they sing, "WHERE'S MY PARTNER, NINE, TEN, ELEVEN?" The action of approaching and receding is repeated as the group sings, "IN BERLIN, IN STETTIN, THAT'S THE PLACE TO FIND HIM IN." On the word "IN" everybody rushes across the space and tries to get a partner of the opposite sex with whom to dance. The person who has been in the center drops the broom and grabs a partner. This will leave one person without a partner and he must dance with the broom until he has another chance to get a partner. Now as the group sings the music again they dance around the room with their partners. As soon as they have finished singing, they all get into rows again, preparatory to repeating the dance.

Music: Twice 55 Games with Music published by C. C. Birchard and Co., Boston, 25 cents;

Victor Record 20448.

Come Let Us Be Joyful

Come Let Us Be Joyful is another good German dance, a bit more formal than the preceding one. Boys form a single circle around the room, every second boy facing in the opposite direction, so that each boy will face another. Girls now stand beside the boys, one on each side, facing the same way that he faces. This will make three people facing three other people the whole way around the circle. This is another dance with a song, which everyone sings.

*Come let us be joyful,
While life is bright and gay,
Come, gather its rosebuds,
Ere they fade away.
Oh don't you worry and don't you fret,
There's lots of life in the old world yet,
We'll take the rose, the thorn forget
And go on our way rejoicing.*

The boy joins hands with the girls beside him, while they put their outside hands on hips. On the first line each group of three walks forward in a stately manner for three steps and bows to their neighbors. On the second line they walk backward three steps and bring their feet together on the last word. This is repeated while singing the third and fourth lines. Now the dance becomes less sedate. The boy drops the hands of the girls and links his right elbow with the right elbow of the girl on his right, swinging her around with skipping steps while everyone sings the fifth line. On the sixth line the boy links left elbows with the girl on the left and swings her. He repeats to the right and the left for the last two lines, finishing in the original place. Now the first four lines are repeated, the lines advancing and retiring once. The second time they advance, drop hands and pass between the dancers in the opposite group, going forward to bow to a new group of three people. The dance is then repeated.

Music: Twice 55 Games with Music published by C. C. Birchard, 25 cents;

Methodist World of Fun Series Record—M102;
Victor Record 20448.

Cshebogar

The Hungarian dance Cshebogar is more fun to do than to pronounce. Like other Hungarian dances the music is quick and has a wild note to it. Get a partner and form a single circle with the boy on the left. All join hands and take eight slides left, stopping on the eighth by jumping into the air. Now take eight slides back to the right. The longer and quicker the slides the more fun. Take four skips in to the center of the circle, hands raised, and four skips backward to place. Now partners face to do the Hungarian turn. Each partner puts his right arm around the waist of his partner and raises his left hand overhead. Each person hops on his right foot while his left leg is raised, steps left, then hops right again, and steps left. Do this until you have hopped on the right foot four times. You may substitute skipping around each other for this step if you want to.

For the second part of the dance when the music seems to change, partners face each other, the boy

puts his hands on his partner's waist, while the girl puts her hands on the boy's shoulder. Each steps decidedly toward the center of the circle using the foot nearest the center, and then draws the other foot up. Repeat so that this step is done four times. Repeat moving out four times. Then take the step twice into the center and twice away. Finish the dance by repeating the Hungarian turn and everyone shouting on the last beat.

Music: Victor Record 17821; 20992;
Methodist World of Fun Series
Record M-101;
Twice 55 Games with Music.

Circle Dance

Circle Dance is another of the Slavic dances that is lots of fun to do and is a good mixer for parties. It is more fun to have an uneven number of people. Form a single circle, partners side by side with the extra person in the center. The music fairly tells you what to do and often the directions for doing the dance are sung to the music.

STAND STILL, STAMP, STAMP, STAMP, — stand still then stamp your feet three times.

STAND STILL, CLAP, CLAP, CLAP — stand still then clap your hands three times.

SHAKE, SHAKE, SHAKE, SHAKE — turn to partner, shake right hands twice and left hands twice.

STAMP, STAMP, TURN, TURN, TURN — stamp feet twice and turn around.

SLIDE, SLIDE, SLIDE, AND TURN — join hands and all slide three times to the left, drop hands and turn with backs to center of the circle.

SLIDE, SLIDE, SLIDE, AND TURN — join hands and continue to slide around circle in same direction you were going before. This means you will now be sliding to your right. Drop hands and face center of circle.

Repeat the sliding facing in, and then out again.

GET A NEW PARTNER, LOOK OUT FOR THE ROVER.

GET A NEW PARTNER, TAKE CARE YOU DON'T ROVER—everyone drops hands and runs across the circle to get a new partner. This gives the person in the center a chance to get a partner.

Couples now form a new circle and repeat the dance, the person without a partner standing in the center.

Music: Twice 55 Games with Music.

The Virginia Reel—Sets of not more than six or eight couples, boys and girls in facing parallel lines, partners facing each other. Simple movements in eight counts. There are many variations in figures and those given here are not by any means all the forms that will be found.

- ● Forward (4 steps) and back (4 steps).
Forward, bow, return to place.
- ● Forward, join right hands, swing once around.
- ● Forward, join left hands, swing once around.
- ● Forward, join both hands, swing once around.
- ● Forward, arms folded upon chest, partners passing each other with right shoulders touching. On passing partner, take one step to right and return to place, walking backward.

Forward, hook right elbows, swing once around, return to place.

Forward, hook left elbows, swing once around, return to place.

First lady swings partner half-round with right hand and they "reel off," lady turning each successive gentleman down the line (her partner turning the corresponding lady) and alternately turning each other. Swing partners by joining right hands, others by joining left hands. When the "reel" is complete they go up the center to places and the march begins, the ladies turning to right and gentlemen to left. They march down, clapping hands in time to the music, to foot of the set, meeting partners, and up the center to place. First couple then join hands and chase to foot of set, the other couples joining hands in an arch over first couple. The next couple becomes the first and the dance is repeated until all have acted as first couple.

Camp Games—Here is a good way to start boys and girls who are not well acquainted, to "breaking" at a camp dance: Have them form a circle and drop hands. A girl should be at the right of each boy. At a given signal, girls move right and boys left in the circle. In this way all the boys are moving in one direction in the circle and the girls are moving in the opposite direction.

As a boy meets the girl who has been on his right he reaches out with his right hand and clasps her right hand pulling her by him. He then joins left hands with the next girl in the circle, while the first girl is joining left hands with the next boy down the

line. This is continued until the caller says "swing your partner," when the boy dances with the girl he happens to be meeting. When the song is finished or whenever the caller wishes he may call for the circle again and the same thing is repeated.

For variety have them find out their partner's name, color of eyes, hair, or something similar. The caller should be certain to call "swing your partner" every time when boys and girls are together who have not been partners before.

Folk Dance—(1) Players form in a circle holding hands with girls at right of their partners. Circle to right 16 paces; reverse to left 16 paces, keeping time to music. (2) Caller says *promenade* and boy marches with partner (girl on outside) around in circle. When caller announces *boy drop back one* (may be two if desired) the boy drops back and dances with the girl behind him. (3) This process is repeated, the boy dropping back each time, until he gets back to his original partner.

Square Dance—(1) Form circle with girls on right of their partners. (2) Every other couple is designated as a *home couple* and is to stay in place. Other couples are *lead couples*. Circle to right 16 paces; reverse this 16 paces. (3) Lead couples then lead out to right and dance with their nearest home couple. These two couples form a circle and skip to the right. (4) At the call *right hands cross* the men join right hands and the girls join right hands. The girls' hands should be joined under the men's. The circle is going to the right during this time and at the call *left hands back* the left hands are joined as above and the circle reverses to the left. (5) The next call is *swing your corner lady*, and then, *swing your partner*. Make the circle to the right again, then lead couple moves on to next home couple to its right, the home couple remaining in place to wait for another lead couple to come along, and the same dance is repeated.

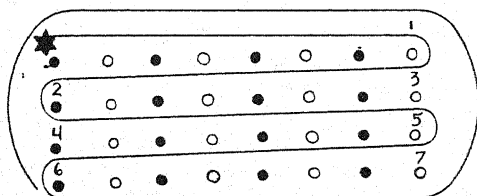
Note: A variation to this form may be introduced after the step *left hands cross*: In this case the caller would say *both hands across* and boys would join both hands and girls both hands. At the call *girls duck in* the boys, still holding hands, spread their arms and allow the girls to come under. The circle continues to move in the same direction and the caller says *boys know how* and the boys duck under the girls arms. Only one or two turns after this the caller will say *swing your corner lady* and the dance goes on as it was described above.

Grand March—The grand march can be as simple or as complicated as you like. The main thing to remember is that the director in charge has the

privilege of calling each figure. The instructions given here can be easily carried out with a large crowd.

Boys line up on right, girls on left, all facing in same direction. As the music starts all march in time to the front of the room, boys circling outside the line of girls, girls inside the line of boys. The march continues to the opposite end of the room and as the first boy and girl meet they join hands and march down the center of the room together. Each couple repeats this—making a line of twos. As the line of couples reaches the front of the room the first couple turns to right, second couple to left and so on. The march continues and the next time two couples join to come up in fours. As the groups of fours reach the front both girls and one boy break away to the right, the boy on the left breaks to the left. Once again they come up in fours as they meet at the rear. This time both boys and girls break to the left, the other girl goes to the right. They come back to the front in fours and this time break in couples with first couple going to the right, second couple to left, etc. At the back of the room the left couples form an arch for the right couples to go under. This is reversed at the front of the room, with the left couples going under. The next time the first right couple goes under the raised hands of the first left couple, then forms arch for second left couple, under third left couple, and so on.

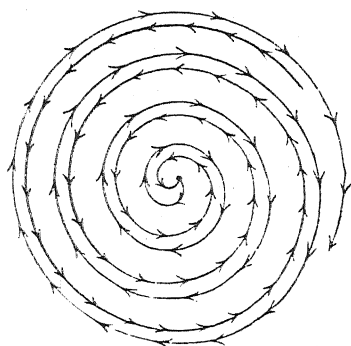
The couples then come up in twos and at the rear join with the first couple and come up in fours. The first four go to right, second four to left. When they reach the back of the room again the first four on the right join with the first four on the left and come up in eights. Each line of eight should stop about four feet apart. They are now ready to be led into the snake coil. The players in each line join hands and, with the director (starred) leading, wind in and out the lines (with the last player in each line catching the hand of the first player in the next line) until one large circle is formed.



No. 1 catches hand of No. 2, No. 2 catches hand of No. 3, and so on.

From the one large circle, the leader winds the group into a tighter and tighter coil, then begins to

unwind. Arrows in the drawing indicate lines winding and unwinding. Once the coil is unwound into



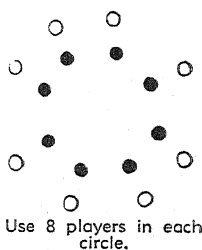
The simple "snake coil."

a single circle again, the formation may be used to lead into the next game or that may end the play.

After a group has learned to play together and as soon as the circle is tightly wound up (follow the arrows in the sketch) the leader may caution everyone to continue to hold

hands, and then starts to pull the line in and out under every other couple's arms. This will cause a great deal of confusion and fun until the line is finally pulled around into the one big circle.

The Carrousel — This dance represents the merry-go-round with horses and riders. The players are in two circles, both facing the center. Those in the inner circle join hands while those in the outer circle place their hands on the shoulders of the ones in front.



Use 8 players in each circle.

Part I.—While singing to the music:

Pretty children, sweet and gay,
Carrousel is running
It will run till evening,
Little ones a nickel, big ones a dime.
Hurry up, get your mate or you'll surely
be too late.

The players in both circles move left sideward with closing steps (step sideward and bring heels together).

Part II.—While singing the following:

Ha, ha, ha, happy are we,
Carrousel is running, running so merrily,
Ha, ha, ha, happy are we,
Carrousel is running, running so merrily.

The players gallop left sideward during the first two lines and gallop right sideward during the last two lines. At the end of the song the players change places and repeat the dance.

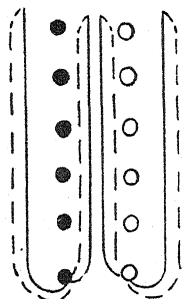
(Victor Record No. 17086—Played four times)

Pop Goes the Weasel—

A penny for a spool of thread,
A penny for a needle
That's the way the money goes,
Pop goes the weasel.

2

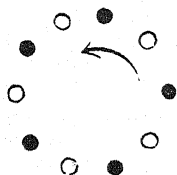
Up and down the city street,
In and out the eagle,
That's the way the money goes,
Pop goes the weasel.



Heavy line represents the going to opposite end of line, dotted line return.

The players are divided into groups of not more than six couples each. Each set of couples divides into parallel lines of boys and girls facing each other. The head man turns right and skips eight steps down the outside line of men while his partner, the lead girl turns left and skips down the outside of the girls' line. They both turn and skip back eight steps, join hands and skip eight steps between the two lines and back to the head of the lines again. They now take the girl at the head of

the line and skip in a circle to the right and on the word "Pop" the girl is popped back to her place. Repeat this with the first boy, going in a circle to the left. The lead couple is now ready to join hands and skip to the foot of the line. All join hands and make one circle. When they reach their original places the girls again break into one straight line, the men in another. The first couple now becomes the lead couple and the dance is repeated until all have been the lead couple.



Players face counter-clockwise.

Captain Jinks—The players are in a single circle facing counter-clockwise. They sing the following song while dancing:

1. I'm Captain Jinks of the Horse Marines;
2. I feed my horse on pork and beans;
3. When the enemy comes, of course, I'll run,
4. For I'm not cut out for the army.
5. I teach young ladies how to dance,
6. How to dance, how to dance,
7. I teach young ladies how to dance,
8. For that's the style in the army.

Chorus

1. I'm Captain Jinks of the Horse Marines;
2. I feed my horse on pork and beans,
3. And often live beyond my means,
4. Though a captain in the army.

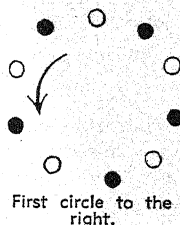
While singing *line 1* the left knee is lifted slightly and the side of the thigh is slapped with the left hand

on the word "Captain," then march forward 4 vigorous strides starting with the left foot. Salute smartly with the right hand on the word, "Horse," bringing the hand sharply to the side on "Marines." During *line 2* skip forward four short steps with knees slightly lifted and the head and chest arched. Arms are extended forward as holding reins. On *line 3* walk forward two steps and execute "to the rear march" on the second step. Then step forward with the right foot, half-running, and also with the left. *Line 4* calls for four running steps in clockwise direction. On *line 5* face the center of the circle; step sideward with the left foot and place the right foot a full step behind the other foot and make a deep curtsey by bending the rear knee and keeping the front knees straight. Hold out the skirt at the sides and bend the body forward from the hips. During the first phrase of *line 6* step sideward right and repeat the curtsey to the right. During the second phrase, place the hands on hips and pirouette left. (Step sideward left, cross the right toe beyond the left, and pivot about on the toes.) Make only a three-quarter turn and face in the original line of direction. *Lines 7 and 8* call for four polka steps. To do this hop on the left foot and slide the right foot forward, close left foot to right heel, step forward right, "Hop-slide, close step."

Chorus.—*Lines 1, 2, and 3.* Make a fist with the hands and swing the arms vigorously while skipping 12 steps forward, beginning with the right foot and lifting the knees. On *line 4* walk forward three steps and click heels on the 16th count while saluting.

Chase the Squirrel—Players form a circle, girls on the right of their partners. Circle 16 paces to the right and then 16 paces to the left before the lead couple chases the squirrel around the circle on their right.

To do this, the boy circles left of the couple while the girl circles right, meeting at the opposite side but continuing until they are back in their original place (fast walking step to the music). The boy now swings his partner once around before joining the circle. The circle again moves to right and left, then the next couple on the right chases the squirrel. Each couple is given the opportunity to chase the squirrel before the dance is completed.



Manners—At Home and Away

What are good manners? Why are manners important? Truly, they are not so important as a kind heart nor the habit of truth and justice. But people judge us by our manners before they learn if our hearts be kind. And if they find our manners offensive or disgusting, few remain to learn the depths of our sympathy and kindness.

Many of our etiquette rules are arbitrary and may at times be broken. Etiquette cannot replace common sense. The rules are beacon lights to guide us along the right path when we cannot see for ourselves. We must always bear in mind that local custom may permit certain freedom, and that we can lay aside certain formalities among friends. But at the same time we should know what is generally accepted.

When an individual goes away to college or another place where he meets other young persons, his social standing will depend somewhat on whether he can eat a meal without offending. In a thousand small ways he will betray himself if he is unfamiliar with the rules in use.

A sense of proportion and a realization of values are what we really aim at in good manners, but if there could be but one rule of conduct, we would say it should read like this: In everything you do, avoid injuring the sensibilities of any other person.

For a gentleman's tie to go untied is a mark of disrespect to the ladies, just as it is for him to appear in company of ladies without a coat, but the question of when to wear a coat is largely guided by local custom.

The Introduction

Social precedence recognizes (1) femininity and (2) age as holding the honored places in society. Therefore in making introductions between a man and a woman, you should call the name of the woman first. When the introduction is between an older and a younger woman, the older woman's name is called first. If you will bear in mind this precedence accorded to age and women, you can easily determine which name to call first, because the first name is the honored one. Thus you should say, "Miss Jones, may I present Mr. Smith;" "Mrs. Temple, I want you to meet Miss Jones," and "Mother, this is Marjorie Jones, our new club member." Where two of the same age and sex are introduced, it doesn't make any

difference which name is called first unless one is especially distinguished.

Men shake hands when introduced, but a man should not proffer his hand unless the girl does so first. Sometimes girls shake hands and sometimes not. A woman does not necessarily rise when introduced unless the person introduced is an older woman, or a very old man. The hostess must always rise to meet any guest. Women usually meet on the same footing and therefore don't show special deference to each other. The rule is therefore: if the person is your superior in social precedence, you rise. If the person is your equal or inferior in social precedence, you remain seated.

Men always rise for introductions, and should rise every time a lady comes into the room.

You may acknowledge introductions by saying, "How do you do?" If meeting a number of persons at once, simply smile and nod to each saying "How do you do?" occasionally. It is not good form to say, "Pleased to meet you," or, "Charmed, I'm sure."

Don't let it frighten you if you forget names. Practically everybody does at some time, especially those given to introduction fright.

When meeting persons for the first time be careful of your conversation. Never brag or exaggerate unless you do so manifestly in fun. To try to impress your listeners marks you as a social misfit.

MAKING DATES

Suppose they meet on the church ground. Tom says:—

"Mary, would you like to go to the box supper Thursday night?"

In all probability Mary will reply: "Yes, Tom, that would be fun."

Then Tom can add: "Shall I call for you about six-thirty?"

Mary: "All right, I'll be ready."

But in case Mary refuses:—

Tom: "Mary, may I take you to the picnic Saturday afternoon?"

Mary: "Oh, I'm so sorry, Tom, but I've promised to spend the day with Mary Temple."

Tom: "That's too bad, but some other time, perhaps?"

Mary: "Ask me again!"

Probably Mary would say in the popular lingo, "Give me a rain check, won't you?" which is ex-

pressive, though slangy. At any rate it is up to Mary to let him know that she would have enjoyed going with him (if she hopes he will ask her again).

Keeping the Date

It's not *smart* for a girl to keep her date waiting unless it's unavoidable—only inconsiderate. Try to be ready on time and let him in yourself. If you aren't, Mother or Sister may do it for you, and Tom is made to feel at home. Take his hat, and ask him to have a seat, but don't expect him to sit down until you do, for a man must remain standing as long as a girl does. You must be interested in what he talks about, and if necessary, guide the conversation into comfortable channels. If you know he plays football, that would make a good topic. If you aren't acquainted with his interests, it is well to try to find them out.

When you get ready to go he will assist you with your coat and help you down the steps. But a lady does not hold a gentleman's coat for him. It is quite correct for a lady to place her hand on the arm of the gentleman in the evening. The man opens the car door and helps her in, closes the door, walks around to the other side, and gets in. The girl precedes the man everywhere except where there might be danger for her—such as pushing through a mob, or in a theater where there is no usher. There he may go forward to find a seat. He also precedes her up a stairway. This is an archaic custom based originally on modesty.

Upon returning home, the boy unlocks the door and the girl says good night, thanking him for the pleasant time he has given her. She may also invite him to come again, if she likes. If the hour is early and her family is still up, she may invite him to come in for a few minutes; otherwise not.

It is not proper to call on a girl, go to a dance, or to a "company" dinner without a coat.

A boy should always ask permission before calling on a girl. The "pop" call is permissible and acceptable especially to the very young who are not yet "launched," but these calls should be brief and not regarded as dates. In coming for a full evening without arranging it beforehand, the young man may find himself intruding on private plans.

A gentleman always picks up an object a lady drops and tips his hat when he returns it to her, even though he may not know the lady. She smiles and thanks him graciously. A man should also carry a lady's bundles, her umbrella, etc.

When walking down a city street with two women, the gentleman walks on the outside instead of between the two. When rambling down a country road, it makes no difference where he walks.

A gentleman never addresses a lady without removing his hat. That is, if he meets a lady and greets her, he removes his hat. He keeps it on while walking and talking with a lady companion, but must tip it every time his companion speaks to one of her acquaintances. If he stops to talk with a lady he keeps it off.

Don't crowd in the church door or around it so those coming out are unable to pass, or when you go to town don't crowd the sidewalks so that you inconvenience others.

Never be loud enough to attract attention to yourself in public. This relates to conversation, conduct, and clothes.

Don't stamp your feet, whistle, boo, or applaud loudly at a performance unless you want to earn the name of "hick." Boys sometimes do so at school entertainments, but it is rude anywhere.

If you go to a moving picture or other entertainment don't eat peanuts or candy or chew gum loudly. It is customary for girls to remove their hats in theaters unless the hats are very small, or the seats are on ascending tiers where others can see over their heads. Hats are kept on in church. Girls don't need to hold boys' hats. They can find something else to do with them or hold them themselves. Never write on song books, pass notes, chew gum, or whisper in church.

Girls shouldn't go to town in the city without hats, either with or without dates. In small towns it is done, and if a neighborhood custom, it is all right.

Don't yawn in company, and if you must sneeze, do so into a handkerchief, or press your upper lip to prevent it. Never spit in public, and don't scratch. In these two cases you must either suffer silently or retreat—there is no other way.

Defacing property—writing on the walls of school or church, carving your initials on a park bench—marks you as an ill bred person with no proper respect for others. It would embarrass a sensitive girl to see your initials and hers carved in interlocking hearts on a tree trunk or the side of a house, for all the world to see.

If dining in a cafe, the order is given or written by the gentleman after consulting the menu card and the wishes of the lady.

In dining in a cafe, if the waiter is not nearby to pull out the chair for the lady, the gentleman must do so for her. She keeps on her hat but removes coat and gloves, and places her bag in her lap. The coat may be hung upon a nearby rack or dropped across the back of the chair. Try to arrange your bag so it won't drop beneath the table, spilling the contents for your partner to pick up.

The gentleman can usually ascertain from the bill itself whether he is to pay cashier or waiter. Where there are waiters it is customary to leave a small tip for service, and to pay the bill to the waiter. Don't try to impress the girl or the waiter by leaving a large tip because to do so betrays you immediately. About 10 per cent is sufficient. Where service is largely routine or attended to by oneself, such as at cafeterias, etc., tipping is unnecessary and the bill is paid to the cashier who will be stationed somewhere near the exit.

If finger bowls are brought at the conclusion of the meal, dip the tips of the fingers of one hand into it, touching the lips lightly, then the fingers of the other hand, and dry them with the napkin.

Setting the Table

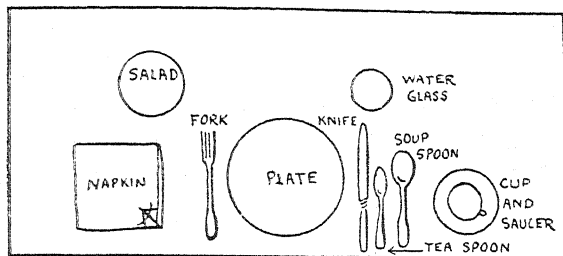
The rules for serving your dinner must necessarily depend on your special circumstances. There are many ways of doing it, and the best way for you is the way that makes for the greatest convenience of yourself and guests. It is far better to place everything on the table than to be popping up for every course when there are no servants.

The plates are placed at convenient distances apart to give the diners space for elbows (about two feet from center of plate to center of plate). Knives and spoons are placed on the right and forks and napkins on the left. At formal dinners napkins are placed in the plates. The knives should have the cutting edges toward the plates, and the silver is arranged in sequence from outside inward, so the silver for the first course will be on the outside. But when a meal starts off with the main course and there is only a small amount of silver required for the meal, the dinner knife and fork usually are next to the plate and the teaspoon and possibly a dessert spoon are put on the outside. This is for the sake of balance. When such a limited quantity of silver is used, there is very slight danger of confusion, so the rule of "from outside inward" is disregarded.

It is not absolutely necessary to place a salad fork on the table when the salad is to be eaten with the main course, especially if the salad is congealed or cut in bitesize pieces and tossed. However, the ~~sharo~~

edge of the salad fork makes eating easier when the pieces are large. Such a switching of forks is senseless. The fork should be provided always when the salad is served as a separate course.

The napkin is placed at the far left with the hemmed edges either toward the plate and the table edge, or away from the plate and toward the table edge. Toothpicks have no place on the table. The water goblet is placed at the right at the tip of the dinner knife, and the salad is placed left above the forks.

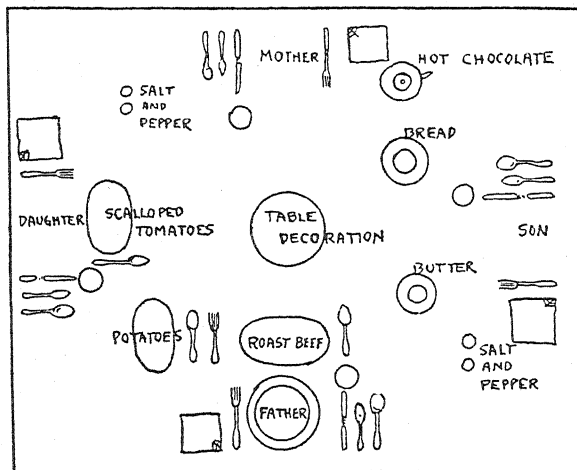


It is very unusual to see a dinner table set with long rows of silverware. If too many pieces are required for a meal, some of them are brought in along with the courses for which they are intended. If you will learn to recognize the pieces most often used, there is small danger that you will ever be confused as to which to select. Don't let yourself be distressed by all the fancy pieces of silver you see advertised. Most families don't own them, and indeed strange "faddish" pieces of silver are not looked on with favor even in great houses. Silverware has tradition, and there are very few changes in it. Learn to recognize the following pieces: dinner knife and fork, which we all know; salad fork, which is smaller than the dinner fork, usually with widened tines; it is also much used for desserts. Oyster forks are very small, being about three inches long. Teaspoons and tablespoons are familiar to all. Iced tea spoons have very long handles. Soup spoons usually have rather large round bowls, but sometimes they are like tablespoons only slightly smaller. After-dinner coffee spoons are very small and look as if they belonged with the doll silver. A butter spreader is a small paddle and is placed across the bread-and-butter plate.

If in doubt about how any of these look, drop in at a jeweler's and ask to be shown them. Or study a silversmith's catalog until you can recognize each piece. They will vary in pattern and also in form to some extent, but their general style is always the same, and they don't resemble each other enough to cause confusion once you know them.

Service at the Table

Most country homes serve dinner with everything on the table except possibly dessert, and pass the dishes around from hand to hand. Carving is done in the kitchen, and the dish is passed around like the others. When there is a servant, the dishes may be



served entirely from the side, or the host may serve the plates which are then placed by the servant.

In many homes the father serves the main part of the meal, placing it upon plates in front of him, and the mother serves the dessert or beverage or both. Or she may serve the beverage from a pot close by and let daughter attend to clearing the table and bringing in the dessert. The children may assist by serving other vegetables or getting things needed from the kitchen, such as hot breads.

The diagram above shows one method of setting a table for a simple menu consisting of roast beef (partially sliced in the kitchen for serving), mashed potatoes, scalloped tomatoes, bread, butter, cocoa, and pudding. The table here is set for four, but the principle is as good for an indefinite number. The platter of roast beef is placed in front of father's plate and the mashed potatoes are nearby. The scalloped tomatoes are placed in front of a daughter (and other dishes may be added, according to the menu), and this daughter on the left adds something to the plates as they leave father's hand. The bread and butter, relishes, jellies, etc., may be placed at appropriate places and the table may be centered with a low bowl of flowers from the yard. Salt and pepper holders may be placed between every two places or "covers," or there may be one general set. The pudding is on the sideboard or on the kitchen table. If

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milk is served in addition to cocoa to any member of the family, it may be already in glasses at the places. Where the menu is very large, including several meats and many vegetables, father can serve the main dishes and the others can be passed.

The plate may be kept at the "foot" of the table when father serves, or passed on around to the person on father's right. If company is present for dinner, the first plate will of course go to the guest. It is wrong to serve the hostess first, but it is a nice mark of deference to serve mother first when the family dines alone.

When the meal is finished except the dessert, someone removes the plates and the food from the table. Tables are often crumbed between the main meal and the dessert, but this is a matter of choice. It is preferable to remove, too, the salts and peppers, and the butter dish, relishes, etc. But this, too, is a matter of your own pleasure since one's home meal does not have to be formally presented in every detail. When time and energy count for so much, simple desserts such as custards are often placed on the table along with the meal, and set into the dinner plate when ready to eat. This is less pretty to look at, and therefore less appetizing. When children are at table they find it hard to eat properly when some especially liked dessert is before them. For that reason it is better to keep the dessert out of sight until the dessert course.

Conduct at Table

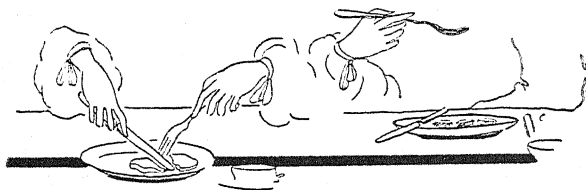
Pulling out the chair for your dinner partner or the nearest woman guest, your mother or sister, is a small courtesy but is one of the surest indications of a man of gentle breeding.

Women appreciate being assisted with their chairs and the man who remembers to do it is likely to win admiration for his manners. The boy takes hold of the chair firmly at the top and slides it under gently as the girl sits.

Sit quietly until grace is said. The hostess will indicate when service is to begin, and also when to leave the table after the meal.

Don't worry about how many times the napkin should be unfolded. Unfold it until it is adequate—all other rules are arbitrary. If it is a small tea napkin unfold it all the way, but a dinner napkin may be unfolded to about the last fold. When at home, or as a house guest, you may refold it when you have finished, and place it on the table. Otherwise place it on the table unfolded. Don't put your napkin down until your hostess does.

Hold the fork in the right hand with the tines or prongs upward while eating, with the fork handle resting on the base of the thumb across the middle finger, held firmly down with the forefinger and thumb—just as you would hold a pencil in writing. To hold the fork in the fist to lift food to your mouth is unpardonably awkward. When cutting food the fork is held in the left hand with the tines downward



while the knife is held firmly in the right hand. Both palms are downward. Always place the knife when not in use across the top edge of your plate and never have it half-on, half-off the plate. After cutting meat or other food, the fork may be returned to the right hand before that morsel of food is eaten. However, it is easier and quite permissible to leave the fork in the left hand with prongs down and lift the food to the mouth with it. (If you can do this gracefully and without spilling.) Never pile food on the back side of the fork and lift it all to the mouth with the left hand at once.

Don't attempt to cool your coffee or other hot foods by blowing into a spoonful of it, nor attempt to drink the greater part of the coffee from a spoon. You may test the temperature with the spoon, but afterward sip it noiselessly from the cup. The spoon should be placed in the saucer, never on the table.

Of course you know not to talk with your mouth full. But if some remark or question is addressed to you when you are eating, what shall you do? The answer is, never take so much food into your mouth that it can't be swallowed fairly quickly if called on for a reply. A slight hesitation before answering is to be expected.

Never let the little finger stick out when grasping glass or cup. It is an affectation generally scorned.

Never, never suck the teeth.

Hold a glass near the base, and while you should hold it firmly enough to prevent spilling it, don't grasp it as though it were a baseball bat. Never put your fingers near the top of a glass you are passing to someone else.

Bread is always taken with the fingers, with the exception of moist breads such as pancakes, waffles, and spoon bread.

Don't cut bread with your knife (except waffles and pancakes, and they are usually cut with fork) but break off enough for a bite from your individual portion, and butter it as you eat it—not all at once. Small, hot biscuits may be buttered at once if you wish. Take butter with the butter knife and put it on the side of your plate unless bread-and-butter plates are used.

In passing dishes at table it really doesn't make any difference which way they are passed around. They may go by the shortest route. It is best to keep them moving in only one direction, possibly from right to left, to avoid confusion when several are going around.

An old form is to say, "Thank you for the bread." It is better usage to say, "Please pass the bread."

Don't cut up your food all at once, or make mixtures on your plate. Do as much cutting with the fork as possible.

Don't eat rapidly or seem to "shovel" it in. Gluttony is not forgiven even the bully. The quantity you eat makes little difference if you eat it without a show of haste or greediness. This does not mean that you are to show no interest at all. Most hostesses like their meals to be appreciated.

It is very ill mannered to be late to a dinner party or to any other meal to which you are invited. We may have to arrive late to our home meals sometimes, but whenever possible our families should be advised as it is very discouraging to prepare a good meal and then have to watch it grow cold and spoiled.

Don't leave the spoon in your glass or cup when you drink. Or like poor Hank:—

There was a young fellow named Hank
From learning nice manners he shrank
But now he is humbler,
Since a spoon in a tumbler,
Punched out both his eyes when he drank.

Don't use your handkerchief at table — that is, don't blow your nose under any circumstances. You may wipe your nose unostentatiously if necessary, and if you sneeze you may of course wipe your nose with your handkerchief. Otherwise excuse yourself and attend to the matter out of sight and hearing.

In handing a knife or passing a pitcher, etc., hand it handle first to the receiver.

Don't leave the table midway of a meal unless in an emergency. That you don't care for dessert is not excuse enough for leaving before the others do. If you must leave, ask to be excused.

Don't reach for things at table. Avoid a wing-like flapping of the elbows when cutting meats or other foods that require some force. Chew with the lips together. Don't put the spoon too far into the mouth—sip from the side instead. Swallow the food in your mouth before taking a drink of beverage, and wipe your lips to prevent an unsightly ring on your glass or cup. Don't continue to sip and suck after all the tea is drunk from the ice. Don't bend forward to meet your food. It is better to bring the food up to your mouth.

Never mention anything nauseating at table. Some persons have weak stomachs. Teeth, baths, car-buncles, worms, operations, funerals, and many other topics are taboo for table conversation.

Don't mop up your plate with a piece of bread. Eat only what can be taken up on the fork.

Don't wait until the meal is announced to begin washing up for it. It is one of the things that put wrinkles in mother's face. Be ready when the call is given and go in promptly. Persons with otherwise flawless manners sometimes forget this important precept.

The chair should be pushed quietly back under the table after the meal is finished. The hostess catches the eyes of several guests and rises, which is a signal that the meal is ended. Because she can't give this signal until there is a lull in the conversation, don't tell any long-winded tales at the conclusion of the meal.

How Foods Are Eaten

Gravy is one of the step-children scorned by the formal diner, but one of the culinary institutions of the farm home. Often gravy is served with rice or creamed potatoes, in which case there is no problem at all. But sometimes we spread our biscuits with gravy and cut portions with knife and fork. While this is not in conformity with the best etiquette rules, and it would be better to forego it in public and at the company dinner, who is to say we shall not do it at all?

Jelly to the gourmet is a meat accompaniment. In Southern farm homes it is a tapering off toward a dessert, and sometimes the dessert itself. When eaten with hot muffin or biscuit, break off small portions of the muffin at a time and spread each bite with a bit of jelly, conveying the bite to the mouth with the fingers.

Canapes, small sandwiches, raw unpeeled fruits, slivers of hard cheese, olives, whole pickles, radishes, spring onions, potato chips, artichokes, celery,

wafers, cookies, and crackers, are eaten with the fingers because they are dry enough not to soil the fingers. Very crisp bacon is sometimes included in this list, but is usually eaten with a fork. Artichokes are eaten by pulling off the petals singly and dipping their tips into sauce. Cake with sticky icing is usually eaten with a fork. Asparagus is included in the foods eaten by hand, but not unqualifiedly. It all depends on the state of the asparagus! It is usually safer to risk a fork.

Most vegetables are eaten with fork. French pastries and pie are eaten with fork, except deep dish pies that are too juicy. Custards are eaten with a spoon. Soup is eaten with a spoon except bouillon which may be sipped when served in small, handled bouillon cups.

A fork is nearly always used whenever safe and practicable. The spoon serves when the fork will not.

Corn on the cob is eaten by hand. Like gravy it is best served at home.

Eat French fried potatoes with a fork, but potato chips with the fingers. Eat baked potato by opening, seasoning, and eating the contents with a fork. Don't scrape out the contents and mash with butter.

Italian spaghetti is eaten by the Italians by turning the fork in the spaghetti in such a way that it winds around the fork tines. One must be dexterous to get it into the mouth before it unwinds. Most Americans, not adept at the art, cut spaghetti with a fork and eat it as they would a vegetable.

Oysters on the half shell are eaten by taking them up one at a time with the oyster fork, dipping them into the sauce accompaniment, and eating whole.

To remove prune seed from the mouth and other seed from fruit that is being eaten with a spoon, bring the spoon to the mouth and drop the clean seed noiselessly and inconspicuously on the spoon. Or, if you prefer, you may remove the seed with your fingers or drop it into your cupped hand. Clean bones should be removed from the mouth with the fingers. *Never* spit a bone or seed into your plate.

Eating Fried Chicken

There are two contending factions about how fried chicken is to be eaten. Some say take it daintily in one hand, others maintain that it is never correct to eat it by hand and when a hostess urges you to do so you should take heed before following her advice. Our opinion is that it should not be done at all except at picnics or when the occasion is patently informal

in every sense. To muss the hand and then wipe it on the napkin is bad. *But*, if the fried chicken is more important to you than your reputation for graceful manners, then follow your inclinations. It would be a good plan to learn how to cut it from the bone so when you are in need of the knowledge you won't be at a loss.

Suggestions on Stationery, Etc.

Don't write with a pencil or use colored stationery for business letters. Ink should always be used in correspondence. When in doubt about stationery remember that plain white is always right and gray is a good risk. In correspondence, to be conservative is always better than to be daring.

It is a mark of poor taste to use phrases that are too evidently trite such as "How are you? Fine, I hope," and "If this escapes the waste basket, will come again." Don't use any expression that "has whiskers."

For closes, we suggest "Very truly yours" or "Yours truly" for business letters; "Respectfully yours" when to someone patently your superior such as the President of the United States; "Affectionately" for someone you hold in affection such as parents and dear friends; "Sincerely" for dignified but sincere correspondence. You may make up your own close when writing your sweetheart!

Telephone Personality

It is not considered the very best form to say "Hello" upon picking up the receiver, but none can deny that it is the most widely used outside of business. Some persons repeat the telephone number instead. If the call is for someone not at home say, "May I deliver a message for you?" or "Shall I ask her to call you?" If you are the caller, never ask, "Who is this?" when the telephone is answered. Instead, ask for the person you want to speak to. If he or she is not at home, give your name and ask the person speaking to deliver your message if it is not too personal. Or give your name and number and request that your friend call you when he or she comes in. Do that rather than say you'll call back, because you might have to call again several times. If you have met the other members of the family and think you recognize the person to whom you are speaking, it is courteous to say, "Is this Mrs. Jones?" or "Is this Tom's sister?" and inquire about her health, etc. If your friend is at home, always tell him who you are as soon as you know who he is. Never take for granted that someone will recognize

your voice unless he is a very intimate friend or a member of your family.

A telephone personality is something definite and to be cultivated. Be considerate about when to telephone, and don't hold a party line for a long time. It is not good to hold any line too long, as another member of the family may have some urgent message which requires use of the instrument.

Things Not To Do

Never laugh at anything that may be sacred to another.

Just a blunt "yes" or "no" to older persons is discourteous. Voice inflection may qualify it to an extent when speaking to an equal, but it is best to say, "No, Mother," "I don't think so, Uncle John," and "Yes, Mary." If it is customary to say "Ma'am" in addressing all older women, and "Sir" in addressing older gentlemen, it is wiser to follow with the customs of your neighborhood.

Never interrupt one speaking, not even with an apology unless it is urgent. Wait until he has finished, then quietly interpose. Some people mistakenly believe an interruption is all right if accompanied by an apology.

Staring is a bad offense from young or old. If you are just bowled over by the purple striped vest a man is wearing, you show as bad taste as he, if you gawk at it. You can take in a great deal by simply turning an impersonal glance in the direction of the offender and then looking away with face disclosing none of the reaction you may feel.

Don't give an invitation to anyone within hearing if that person is not being invited, too. If you don't want to ask her, wait until you are out of her hearing.

Don't Be Bored

While this more often fits the city girl, we want to mention the fad of "boredom." Even the blank countenance has grown quite fashionable, as depicted by poster girls and magazine covers. There is nothing more infectious or a better investment for any girl than the manifestation of enthusiasm and joy. The very aliveness of some otherwise plain girls carries them through to popularity. The languid half-alive girl with the bored expression (although charmingly sophisticated in the posters) has a far harder time of it than the girl with a positive personality force. Look happy, as if you were having a wonderful time. It is very hard for a young girl in her teens, who is known by everybody in the town or her community, to effect very much "mystery."

Be grateful for courtesy. Thank persons for any little courtesy they show you—especially if a man rises to give you his seat in a public conveyance, or elsewhere. And don't thank him grudgingly but graciously. A ready smile bridges many a gap.

Gallantry for Women

Much has been said about the gallantry of men, but very little about the gallantry of women. Women who use the fact that they are women to inconvenience or take advantage of others are neither gallant nor admirable. Don't be afraid to do a small service or to show courtesy to other women, or to be thoughtful and considerate of men.

Just because you are a woman, don't rush ahead of the men in a line at a bank teller's cage or crowd out other women at the station washroom. Take your turn. Good sportsmanship and good breeding demand it. Some women are afraid to treat men fairly or show any courtesy because they are afraid of having their intentions misunderstood. There are many persons who will presume on your kindness.

Dance Etiquette

Writers on subjects of etiquette have crusaded tirelessly against the stag line, for the following reasons:

The stag line means that a girl must devote her full time to the proposition of whirling from one man's arms to another instead of enjoying the dance itself. Men who evade the responsibility of taking their own partners to the dance have as good, if not a better time, than the men who go to the trouble to do so. Thus many girls are left at home who might have enjoyed the dance, and when they go, are constantly under the strain of possible humiliation from lack of partners to cut in. Most men will not dance with a girl unless she shows a steady and rapid change of partners, and they cannot be blamed altogether.

A good solution to the problem is the dance that compromises with the old-fashioned program dance and the "cut-in" system. At this kind of dance, each girl has a program that may be filled in at the beginning of the evening. (Or if it is a school affair, the program may be filled in several days beforehand.) At the beginning of each dance, the boy claims his new partner, and the stag line may not cut in until the encore is played. At the end of the encore, the girl's partner helps her find her new partner. Or if they have trouble locating the new partner, he may take her back to where her friends are gathered so he may claim his new partner before it's too late.

Also, her new partner probably will look for her near her group.

When a man in the stag line wishes to dance with a girl, he touches her partner on the shoulder, and the partner is then required to relinquish her. It is necessary that the girl and boy be known to each other however, as strangers may not introduce themselves. It is not polite to cut back immediately, but one should wait until a second man cuts in.

If stuck after the second or third dance, ask your partner to take you back to your table, your party, or the chaperon. Your date should rescue you at the earliest possible moment, but he too may be in that dreaded plight of having to dance several rounds with the same girl.

A favorite excuse for quitting an awkward situation is to ask your immediate dance partner to excuse you, and go to the ladies' dressing room to freshen up. You can then return with some other girl (if you are fortunate enough to run into one), and wait until you are discovered and claimed by your date. It is always humiliating to be seen alone if you are a girl, anywhere in the ballroom. A man must never leave a girl on the floor without turning her over to someone—party, chaperon, or date—unless she asks to be excused. If you have promised the next dance to someone else, ask her if you may help her find her partner, take her to the chaperon, or introduce a friend. He must then immediately ask her for a dance.

At a stag dance your date must see that you have all "no-break" dances taken by someone. During "no-break" numbers nobody is allowed to cut in. These are arranged in advance, and a girl must be sure to save at least one no-break number as well as the first dance and the final dance number for the man who escorted her to the dance. If it is a supper dance, the dance before supper is always reserved for him, too, as is the "circle" dance and intermission. To spend intermission with anyone but your date is unforgivable.

"Circle" is the means of honoring other organizations represented at the dance. When the master of ceremonies announces the lead-out, he then "recognizes" the various other clubs and fraternities, and any members of those organizations present go into the circle and dance a few rounds with their partners. Such dances are formal only in a limited sense. The men wear tuxedos and the women wear dance frocks or evening gowns. Tail coats, while actually correct for such an occasion, are almost unheard of at such affairs. The club or fraternity members are all official hosts, and several older men and women

are invited as chaperons. Admission is usually by card.

For formal dances in the true sense, there must be a receiving line, although possibly only the hostess herself will receive, being stationed near the entrance. If the ball is given for someone, the honoree will stand close by, and sometimes friends are invited to stand, too. At such a function, you must approach the line first of all. If your name is not known, give it to the hostess who will introduce you to the others in the line. Don't linger, but pass on into the ballroom.

If you wish to be accounted anything like well bred, pay your duty dances with good grace. You must always dance with the hostess and her mother at a private dance, and with every member of the party at a restaurant. At a public ball you dance with only those you know. At a hotel, the beach, etc., it is quite unthinkable to "cut-in" unless you are acquainted with the girl. At a private dance a girl should dance with anyone who asks her if he has been introduced. If you refuse one dance, you must sit out the remainder of the number, as it would be very rude to accept an invitation from another.

It is the girl's place to suggest that she and her partner stop dancing after the music starts—not the man's. However, if they are not dancing, or just as the music is starting he may suggest that they "sit this one out." On the other hand, a girl should not ask a man to "sit out" a dance with her, and she should never ask him to dance with her. Neither should she turn down a dance unless she is ill, too tired, already promised, or unless the man is in improper condition.

Near the entrance will be a check room for wraps and hats at public affairs. The man assists the girl to remove her wraps and attends to checking them. A small tip for the service is left when the belongings are reclaimed, of from 10 to 25 cents. In a few places a charge is made, and the check room girl will state the charge when you leave your wraps. If not, the tip is left when you reclaim the wraps, not when they are checked.

If you wish to go outside the ballroom ask for a pass check, so you will be re-admitted upon return. This is not necessary at private dances or when simply leaving the floor for the dressing room. Do not sit outside in a parked car when you go to a private or a public dance. It is frequently customary at public affairs to go for coffee or sandwiches during intermission.

And this for girls: Wear frocks that are dainty and womanly. Don't try to appear in the most shock-

ing costume possible in an attempt to gain attention. A bright color usually helps you to be singled out of the crowd, and a distinctive color, or a color that you have adopted for your own, also aids you when your friends wish to find you in the crowd.

It is always a better risk to travel in crowds if you are not sure of having several friends present at the dance, so partners can be swapped without having anyone humiliated.

Balance is the secret of correct dancing. If you hang on a man like a pendant, you make proper and graceful dancing difficult for both of you. Many men hold a girl in a grip which throws her completely off balance, and makes of dancing an awkward struggle instead of a graceful motion. Don't put your hand between her shoulder blades and hold her so tightly that to move her feet she must hang on. This means that she is propped up like the Tower of Pisa and thrown completely off her natural balance. Be careful never to catch hold of her dress in the back and gradually pull it out of place. Nothing annoys a partner more or looks worse from the sideline. If you are the girl try to keep your hair out of his mouth and lipstick off his collar.

At the end of the evening both men and girls should bid the hostess goodnight.

Families First

To those you love best should be given your most loyal and courteous consideration. This means that first of all you will be courteous to your own family in your own home.

One of the best ways to cooperate at home is to be prompt. Get up when you are called in the morning. Don't wait to be dragged out of bed too late to dress for breakfast. Collect your school supplies and books the night before instead of leaving the house in an uproar because you fail to locate your theme paper just as the bus rounds the curve. Help Mother by being on time for every meal. Complaints and arguments are not suitable conversation for mealtime which should be a happy time for all the family. Practice good table manners at home. The person who gobbles food at his own table will do the same thing elsewhere.

A frequent cause of disturbance in many homes is failure to respect the other fellow's property and privacy. This means "hands off" the other fellow's mail—open or unopened—no prying into private affairs or asking of personal questions. It's none of your business who called Sister over the telephone or whom her letter is from. She will tell you if she wishes you to know. Don't borrow Dad's best tie

or Mother's only pair of good stockings without permission. In fact, don't borrow at all unless absolutely necessary. Always return the borrowed article promptly. If a door is closed, knock to gain entrance. You have no right to barge in on another's privacy.

Accept your responsibilities cheerfully. If you have duties to perform, do them willingly and well. Hang up your own clothes when you take them off. If you wait until next week, Mother will be forced to do it in the meantime. Wash out the tub after taking a bath, and if you splash water over the bathroom, mop it up when you finish. Help Mother by answering the telephone and doorbell, carefully remembering any messages for a member of the family who is absent.

Be considerate when others are trying to rest. Play the radio softly or not at all, and wait until later for a romp with the dog. Try to understand your family and their opinions. Don't go into a rage because your ideas clash. Mother and Dad can usually see your side if you take time to explain it calmly and respectfully.

Don't be afraid to apologize when you are in the wrong. Don't make fun of the habits, friends, or hobbies of other members of the family. You may be just as ridiculous to them. Say "Thank you" for any favor no matter how small, and "I'm sorry" when you make a mistake. Also, it isn't very sporting to impose on the younger members of the family by making them run your errands. See that Mother and Dad are comfortably seated before you take a chair. They must always come first. When either of them calls you, or when you wish to see anyone in the house, get up and go to them; don't shout your questions and answers all the way across two or three rooms.

When You Go to Church

Since we seem to be growing so lax with regard to our behavior while we are in the church building, it seems worth while to mention especially our conduct during services. When you enter the church, be thoughtful and reverent for it is "the House of God for all people." Conversation should not be carried on in the church except when absolutely necessary in connection with the services. You do not go to see your neighbors and friends, but to worship. Save your visiting until after church and do it on the outside of the building. The same holds true for whispering, giggling, and writing notes in songbooks during services. Unless you are going to take part in the worship, you should remain outside and not disturb others.

Personal Appearance Important

Like good manners, a pleasing personal appearance must be developed. Good health, cleanliness and careful grooming are essentials.

Although health authorities say one bath daily, in hot weather you will want to take more. A bath renews one's energy and restores one's self-respect, but baths alone aren't enough. To prevent any possible offense from perspiration odor, use a perspiration deodorant of some kind. This "must" applies to boys as well as girls, and has a very definite influence on the success of your friendships and business relationships.

Almost equally important are brushing your teeth often and using a good mouth wash. Clean your nails frequently and give them a weekly manicure. Dirty, ragged nails haven't any appeal for boys or girls. Girls should remember that vivid nail polishes are suitable for party costumes alone and not for everyday wear. Wash your hair often and see that there is no dandruff or loose hair on your shoulders.

Boys using brilliantine or hair lotion to keep their hair in place should be careful not to look sticky or too slick. Girls should use make-up sparingly. Never borrow or lend your powder puff, lipstick, or comb any more than you would your toothbrush. There's no shaving schedule for boys, but it should be done often according to individual needs.

In choosing clothes, the more conservative styles are usually best. Avoid fads that will make you conspicuous or ridiculous. See that your clothes are suitable for the occasion, and girls especially should avoid mixing costumes and accessories such as wearing sport oxfords with an afternoon dress.

But remember that no matter how expensively or how correctly dressed you are, poor posture can spoil the whole effect. If you want to appear careless and untidy, substitute pins for buttons or to hide rips that should have been mended. Don't fail to remove grease spots promptly with a cleansing solvent. Press clothing frequently. There's no reason why boys shouldn't learn to put the creases in their own trousers if finances are limited. Keep your shoes clean and polished, and avoid rundown heels. Last of all, don't forget to carry a clean handkerchief.

Checker Uppers

(As North Carolina State College Magazine sees them)

Any boy or young man can look well dressed at little expense every day in his life if he follows a few simple rules:

1. Shave daily.
2. Two haircuts a month.
3. Straight heels on shoes.
4. Frequent shoeshines.
5. Clean necktie.
6. Clean well-blocked hat.
7. Clean linen daily.
8. Well-pressed suits.

Take Your Manners to School

First of all, be loyal to your school and cooperate with both your classmates and your teachers. Play square, never cheating at anything. Keep your temper, remembering to be courteous in defeat and modest in victory. Yelling "He can't take it" when a player on the opposite team is hurt, is not only rude but poor sportsmanship. Refrain from scattering your lunch papers over the school grounds, from writing on walls or desks, and from carving names on the woodwork. Come to the aid of school entertainments and do your part to make them a success. Never forget to thank your teachers or chaperons for their help.

In the classroom, be courteous to your teachers. Address them simply as Miss Jones or Mr. Smith. When their backs are turned, don't display a lack of good breeding by referring to them with such titles as Old Lady Jones or Sad Face Smith. Talking back to teachers is inexcusable. You can explain courteously that you did not throw the chalk even if you have to wait until after class to do so. If your teacher drops papers or is carrying books or packages, offer your assistance. Never violate the privacy of her desk by handling or disturbing anything on it without her permission.

Be friendly with all students and don't gossip about anyone. Introduce yourself to new students and help them to feel at home in your school. Avoid laughing at the mistakes of others—you might make the same or worse ones yourself. Save your romance for after school hours for the most part, unless you wish to amuse disinterested persons at your own expense.

In the cafeteria, stand quietly in line without pushing. Watch your table manners just as you would at home. If a woman teacher comes to your table, stand until she is seated or until she passes on. This is the same principle you would use if a woman approached your table in a restaurant.

In general assemblies, sit quietly and attentively throughout the program. Cooperate with the song and yell leaders. Don't whisper, giggle, or pass notes while the program is in progress. Applaud with your

hands, but never be so rude as to stamp your feet, whistle, or make catcalls.

Automobile Hosts and Guests

Automobiles have come to play such an important part in our lives during recent years, that a definite code of automobile behavior has come to be accepted. A gentleman does not enter the car before any lady guest, unless he is to sit in the rear seat of a sedan where the front seat folds forward to allow entrance. In this case, the driver, who we shall assume is also a man, adjusts the seat, assists the lady to enter, closes the door, and walks around to enter at the left side.

The front seats are more comfortable than the back ones so the seat beside the driver should be offered to older ladies or women guests. If you feel warm in the front seat don't lower all windows, for to do so may make a very unpleasant draft in the back. If you feel too warm, lower a window very slightly and ask about the comfort of those in the back. Incessant smoking in tightly closed cars makes the atmosphere unpleasant for all. If smoking is agreeable to everyone, lower the window slightly to let the smoke be carried away.

If you are the driver remember that other lives are not yours to gamble with. You owe it not only to their comfort but to your own conscience to drive at a reasonable speed. He who drives along furiously enough to make his passengers uncomfortable violates the first principle of courtesy—consideration for others.

But the "back seat" driver is indeed a disagreeable pest to have along. To be continually calling out to the driver to "watch this" and "watch that" not only increases his nervousness, if he is inclined to be nervous, but makes you quite unpopular with driver and passengers alike. Never ride with anyone whose reputation for carelessness makes him a poor risk.

On long journeys, it is nothing but fair that the riders in the back be given a chance to spend part of the time on the front seat, where the swaying and bouncing of the car is less noticeable.

When women guests are present on a long journey, be sure to select filling stations equipped with women's rest rooms as well as with men's, when you stop for gasoline. They may not wish to mention it to you.

When accepting a ride for some distance, pay for part of the gasoline and oil, and a representation of the small purchases such as soft drinks and candies. Or offer to share your portion of the total expense of the trip.

When you continually accept rides from neighbors or friends, you should make an effort to repay the courtesy. If the journey is short and you never have an opportunity to buy gasoline, send a gift to the man or to his wife—jelly, meat at hog killing time, etc. Make neighborly returns for neighborly favors. If you ride every day you should attempt to arrange for a small fare.

Reference Leaflets of Good Manners

(Order for 3 cents each from Home Department, The Progressive Farmer, at office nearest you—Dallas, Memphis, Birmingham, or Raleigh.)

Date Insurance
Dates That Come Again
Etiquette for Club Leaders
How To Make Your Spending Money
Introductions Can Be Easy
Ladies Prefer Gentlemen
Let's Join the Popularity Parade
Pep Up Your Conversation
Plans for Your Wedding
Popularity—Grooming Chart for Boys
Popularity—Grooming Chart for Girls
Posture Exercises
Stop Twiddling Your Thumbs
Take Your Manners Out to Dine
To Give or Not to Give
Twenty-four Rules for Successful Marriage.

F. F. A. CHALLENGE

In the corner of one FFA classroom is this chart to challenge every individual member:

00 per cent—I won't.
10 per cent—I can't.
20 per cent—I don't know how.
30 per cent—I doubt it.
40 per cent—I wish I could.
50 per cent—I think I might.
60 per cent—I might.
70 per cent—I think I can.
80 per cent—I can.
90 per cent—I will.
100 per cent—I did.

—Ohio Future Farmer.

Athletics, Camping, First Aid

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Outdoor and Indoor Sports

Have you ever wondered where all our games came from?

Doubtless the oldest of all games are running and jumping, popular from the earliest times. No equipment was required and one or all could take part. St. Paul, having watched the games of the sport-loving Greeks, wrote: "Know ye not that they which run in a race run all, but one receiveth the prize? So run, that ye may obtain."

The "marathon" got its name from the Greek victory over the Persians at Marathon in 490 B.C., the messenger bringing the good news to Athens dying from exhaustion after gasping, "Rejoice, we conquer." He had run over 24 miles.

The parent game of our present day tennis is thought to have been played in Egypt and Persia long before the time of Christ. It was sometimes called royal or court tennis.

Football is about 2,000 years old and was very popular with the Greeks and Romans. It was first played in this country about 1860. The modern game really dates from the introduction of the forward pass in 1906.

Baseball, our most popular sport, is distinctly an American game. The inventor was a high ranking officer in the United States Army. Abner Doubleday had much to do with establishing the game. The location and distances between bases fixed by him in 1839 have never been changed. In the early days 21 runs won the game!

Basketball, which like football, has grown increasingly popular in the South, is another American invention, dating back to the 90's. Last of all, there's golf (which many are beginning to think is really the ideal farm boy's game). It is thought to be of Dutch origin, the Dutch of club being "kolf." We think of golf as being a Scotch game, but it did not originate there. It first became popular in Scotland in 1457.

Dimensions for Playing Fields

These dimensions for various playing fields are for grown-ups. In some cases it will be necessary to reduce the dimensions for young people. The actual dimensions of the playing areas are given and the space that should be available before you attempt to lay out a field. In other words, a considerable amount

of space will be needed other than that used in actual playing.

Baseball.—A 90-foot diamond is used. Dimensions should be 300 x 325 feet or more. Bases will be 90 feet apart and the pitcher's box 60 feet from home

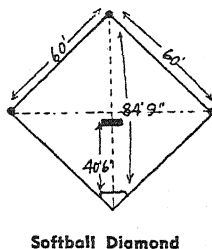
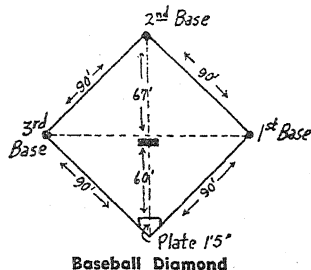
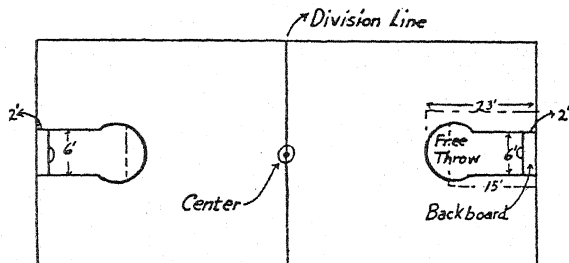


plate. Distance from home plate to second base is 127 feet.

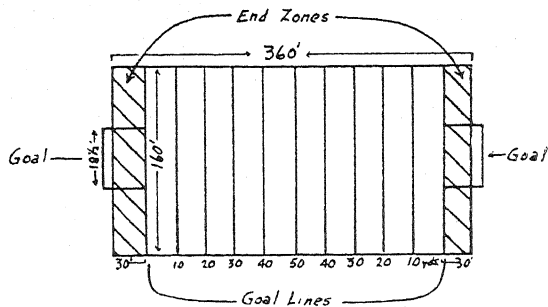
Softball.—This game is played with a 60-foot diamond. Bases are 60 feet apart and the pitcher's box 40 feet from home plate. From home plate to second base will be 84 feet and 9 inches. Space needed will be 200 x 250 feet. Softball may also be played on a diamond with bases 45 feet apart. If this size is used the pitcher's box is 37 feet 8½ inches from home plate.

Basketball.—Dimensions will be 50 x 94 feet maximum and 35 x 60 feet minimum. For women a 45 x 90-foot court should be used. The average amount



of space needed for these courts will range from 60 x 100 feet for the men's courts to 55 x 100 for the girls'. Free throw lines are 15 feet from the goals. Goals are 18 inches in diameter and 10 feet from the floor. Backboards are 6 feet wide and 4 feet high.

Football.—Dimensions of the playing field are 160 x 360 feet and a space of 180 x 420 feet will be needed. The 50-yard line is the center of the field. The goal posts are 10 yards behind the goal lines and the crossbar 10 feet from the ground. The posts are 18½ feet apart.



Soccer.—The playing area for men should be at least 150 x 300 feet and not more than 300 x 390. For women it may range from 120 x 240 to 180 x 300 feet. There will be 22 players in this game and the space requirements will be 240 x 360 feet for men and 200 x 320 for women.

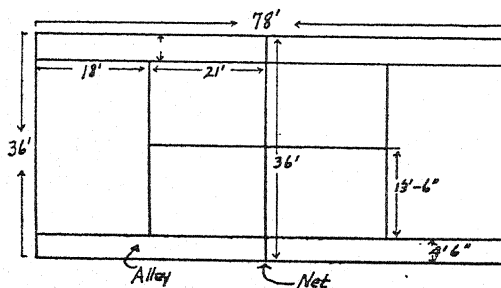
Touch Football.—Actual playing field 150 x 300 feet; space needed, 165 x 330. The number of men playing in this game may vary from 16 to 22.

Six-man Football.—Playing field 120 x 240 feet. Goal posts are same as in regular football. The 40-yard line is the center of the field.

Horseshoe Pitching.—Stakes should be 40 feet apart and a space of 12 x 50 feet will be needed for playing.

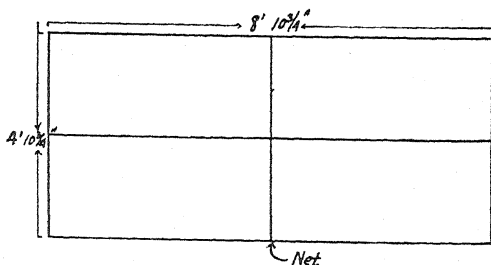
Volley Ball.—Actual playing area, 30 x 60 feet; space needed is 50 x 80 feet.

Tennis.—For singles, 27 x 78 feet are the dimen-



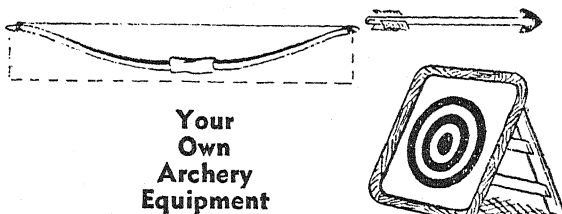
sions; doubles, 36 x 70. Space needed will be 60 x 120.

Ping-Pong.—Most of the equipment for playing ping-pong can be made at home or purchased at little expense. The required lengths of the court may be laid off with tape, twine, or chalk on the dining table. The playing area should be 8 feet 10 1/4 inches by 4 feet 10 1/4 inches. To fit different table sizes it might be made 9 x 5 or 8 x 4 feet and 30 to 35



inches above the floor. Rackets are $6\frac{1}{2}$ inches long, $5\frac{1}{4}$ inches wide, and should have a 5-inch handle.

Use the official ball and a net that is 66 inches long. Place the table so that the light will fall on its center.



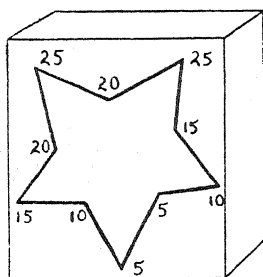
Archery equipment need not be expensive for much of it can be made at home. A target made on oilcloth or canvas with three bales of hay as a background will serve the purpose nicely.

Bows are made up to six feet long and arrows are usually 24 to 26 inches long, depending on the size and strength of the owner. Many woods can be used for bows, but the best are the yew, lemon wood, locust, mulberry, and hickory. Hickory is a good wood for beginners. Choose straight staves of fine grain, dark in color, and free from knots. To make a good bow the wood must be seasoned. If you use new wood you can season it yourself by leaving the bark on and painting the ends before placing it in a room where the sun cannot strike. An attic will serve. After three months the bark can be removed and the wood sawed into staves lengthwise. Reduce the staves nearly to the size you want (about $1\frac{1}{4}$ inches) and then leave in a warm place two or three months longer. Your wood is now seasoned and ready to work.

One very important thing to remember is that the back must be straight for if it curves the bow will not shoot straight. The largest part of the bow, in the center, should be about $1\frac{1}{2}$ inches thick. A handle can be made of fish line, rough leather, or velvet. Two long cow horns that are rounded can be used for "nocks" or notches at the end to hold the thread, or notches can be cut in the wood.

Making a bow is much easier than making arrows. But arrows can be made if you have good straight material of pine, fir, cedar, or birch. If you can get it, 5/16 inch birch dowel is fine. Any material for arrows should be sandpapered and then a thin coat of shellac or varnish applied. Turkey feathers are much better than chicken feathers, which are too light. Use water-proof glue to glue on three feathers, which should be cut from the heaviest part of the feather and trimmed to 1/2-inch in width. Points for target arrows are 35-caliber bullet jackets that are just 5/16 inch outside diameter.

Ring the Target



Use a wooden box at least 14 inches square and draw an outline of a five-pointed star or circle covering most of the surface. With pencil place a dot on each point of the star or equal

distances apart on the circle with one in center of the circle. Paint the entire box with white or some light-colored paint. Empty spools painted red may be attached to the points marked on the board with screws 1 1/2 inches long. Paint the numbers black or cut numbers from an old calendar and glue below pegs. Three fruit jar rubbers may be used as rings.

The target can be placed 10 to 25 feet from the players with each player taking three chances at a time until one player makes a score of 100.

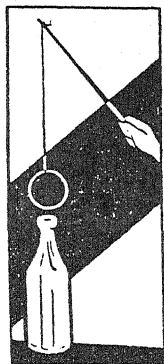
Ring Toss

65	70	75	80	
45	50	55	60	
25	30	35	40	
5	10	15	20	

Use a board two by three feet and divide it into 4-inch blocks. In the corner of each block drive a 20-penny nail securely. Using colored crayons or paint give each nail a number (0-100). Fruit jar rubbers are used for the ringers. The board is placed flat on the floor,

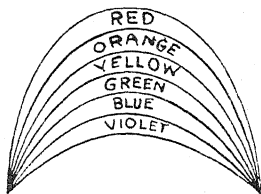
four feet from the players. The person scoring 1,000 points first is the winner, scoring by counting the numbers by the ringers made.

Fisherman's Delight



Equipment needed for this game is: catsup bottle that has a smooth tin lid on top, a curtain rod ring, a two-foot pole, and one yard of fishing cord. The curtain ring is tied to the fishing line as a hook. Holding the pole with his right hand, the player is allowed one minute at a time to ring the bottle without touching it with his hands. This will be a good party game, using two or more sets.

A Pot of Gold



The back of an old calendar, pasteboard box, or a piece of heavy cardboard can be used to draw a rainbow with six divisions. Each division is painted a different color and scores are from 10 points to 60. The player stands 10 feet from the board and, using five tokens or pennies, pitches at the rainbow. No score is made if the token lands on a line, but the color between the lines indicates the score. The one who gets 1,000 first receives the pot of gold.

Helps in Athletics

Athletic Badge Tests for Boys and Girls. National Recreation Assn., 315 4th Ave., New York City.

Special Rule Books on Games. American Sports Publishing Co., 105 Nassau St., New York City.

Special Athletic Equipment. A. G. Spalding & Bros., 105 Nassau St., New York City; Sears, Roebuck & Co., Chicago, Ill.; Reach, Wright, and Ditson, Chicago, Ill.

Kite Tournaments, Manual Arts Press, Peoria, Ill. \$1.

Games and Equipment for Small Rural Schools. Office of Education, Federal Security Agency, Washington, D.C.

Summer Camping

Camps, and educational tours camp style grow more popular with farm folks every year. Outdoor life though farming is, a few days of camping usually add fresh zest and a new viewpoint to the enjoyment of outdoor things.

For groups who do not have available the facilities of a well organized and adequately protected camp, certain precautions are highly important:—

1. The camp site should be located for good drainage, and freedom both from full force of storms and breezeless spots that become like furnaces on hot days. Watch out for locations that might become dustbeds in dry weather or mudholes in a rainy spell.

2. Every care should be taken to insure a safe supply of drinking water. It is always better to be safe than sorry. Fountains or paper drinking cups should be provided even though every camper is expected to bring his own cup.

3. In small groups where the general condition of health of all is known it may not be necessary, but in any large camp, leaders should be on guard against admitting individuals who are in any way not in good health. Well organized camps usually require a physical examination before admittance.

4. Sanitary facilities should by all means be adequately provided for, as well as disposal of kitchen and other camp wastes. Make sure that latrines are located to avoid any possible infection of drinking water and so that flies can be controlled.

5. Swimming places, if in running streams, are likely to be safe unless contaminated by sewage or other wastes from above. In artificial pools or ponds watch out for contamination if used by large numbers. Swimming places, if unfamiliar or infrequently used, should be carefully examined for depth, stumps, limbs, rocks, etc. Again, it is a hundred times better to be safe than sorry.

6. Wherever the camp represents any considerable number, camp regulations for safety and health should be laid down and enforced.

Cooking Equipment

“When camping always carry a reserve supply of matches in a well-corked bottle or watertight can,” says the United States Forest Service. “When you are ready to start a camp fire, shovel away all ground litter within a radius of 3 to 5 feet of your fireplace. Do not under any circumstances place your fire with-

in 10 feet of a standing tree, or against fallen logs, or tree roots. Keep away from overhanging branches, and build your fire on an earth or rock foundation."

Some campers prefer to dig a small hole in the ground and place a rock on either side. Others simply lay out several rocks as supports for their vessels. If you have no grill, several iron rods will serve. These should be two or three feet long and be laid securely across the rocks. A wire rack from the stove makes a splendid grill.

A splendid camp stove can be made by filling an old coffee or lard bucket half full of sand or earth and pouring in a cupful of gasoline. Punch two or three holes in the can just above the level of the sand. A cupful of gasoline will burn between 40 and 50 minutes. A splendid help in building a camp fire is a handful of sawdust dampened with kerosene.

Start fires with twigs, but use heavier fuel for the real cooking. In "pit" cooking such as is done in bean pits, hickory or other hardwood is best. If ashes or coals are not needed, soft woods such as pine and poplar give a quick fire. In wet weather dry twigs can generally be found among the small dead branches of green timber against the tree trunk.

Another method of building the camp fire is to place small twigs in wigwam fashion, building up larger sticks around it.

With large groups such as county 4-H camps, cooking equipment will need to be more elaborate, of course, and if a permanent camp is not available, adequate provisions for stoves, fuel, etc., should be made early.

Necessary camp cooking equipment will vary widely with the nature and length of the camp. There is nothing much more exasperating, however, than to get to camp and find one or more badly needed items left at home. The following equipment is therefore set down primarily as a suggested check list so that no important articles will be overlooked:—

Water buckets and dippers	Axe
Dish towels and rags	Steel wool
Cereal bowls	Paper napkins
Milk and cream pitchers	Salt and pepper shakers
Glasses	Brooms
Cups, saucers, and plates	Pie and biscuit pans
Oilcloth or newspapers for table	Dish pans and tubs
Teakettle, coffee pot	Clothes wires
Hatchet, hammer, and saw	Can opener
Frying pans (large) and boilers	Table and teaspoons
Butcher and paring knives	Wash pans
Graduated quart measure	Matches, soap

How to Fix a Ham Hole

Dig a hole in the ground three times the size of the pot in which you are planning to cook (both height and width). Line the hole with rocks, or if impossible to secure rocks, use bricks. The rocks should be placed close together on the bottom and around the sides of the hole, saving a few for the top of the pot. Now you are ready to build a fire above the hole so the ashes will fall into the hole. Build your fire with soft wood. When it is well started add hickory or oak to it. It will require a considerable amount of wood, so have enough gathered before the fire is started. The fire should burn from one to two hours over the hole. When you think you have enough ashes and the rocks are hot, take out all ashes and place the pot in the hole, after removing the hot rocks that were saved for the top of the pot. Be sure the top is wired on so nothing can fall into the pot. Put the pot in the hole with the hot rocks and place the other rocks on top. Put hot ashes and coals around it, then a layer of dirt and a layer of leaves over it. Fill the hole with dirt removed from the hole. Pack it down tightly and leave to cook for two hours or more. When ready to serve take out dirt and leaves until you see the bulk of the pot, to avoid dislodging the top. Unwire, and the meal is ready to serve. The ham should be tender enough to cut with a spoon. If you will soap the outside of the pot before placing it in the hole, it will be easier to wash.

Camp Cookery

Camp dishes are in a class by themselves. Campers and woodsmen have their own favorites, but many dishes especially for the outdoors are widely known. Of these well known dishes, recipes for a number are given on the pages that follow.

A common fault of inexperienced camp leaders and cooks is failure to provide well balanced meals with consequent digestive troubles, constipation, headaches, and dopiness among the campers. Camp food should be simple in order that it may be easily prepared, but pork and beans, fried meat, cheese, and lightbread will not provide a satisfactory fare. See that a good proportion of green and other vegetables, and fruits are included as well as milk if possible, and a reasonable quantity of sweets.

Huntsman's Steak—Something truly delicious (but a bit wasteful perhaps) is a Huntsman's Steak. The steak should be cut an inch and one-half in thickness and covered on either side with a very thin slice of steak. This composite steak is placed over the low coals. The two outer steaks burn away, leav-

ing their juices in the thick steak which is tender and succulent. Season with salt and pepper and a bit of butter after drawing from the fire.

Doughboys—1 cup flour, 1 teaspoon baking powder, pinch of salt, 2 teaspoons fat, water (little), 2 sticks about 2 feet long and $\frac{1}{2}$ inch thick of tasteless wood.

Mix flour, baking powder, and salt. Work in fat and water to make stiff dough. Pull dough into a ribbon about two inches wide and as thick as your little finger, then wind around peeled stick, which should be hot and dusted with flour. Pinch the dough together at ends to prevent unwinding. Toast over coals, turning often. When done it should slip off stick easily. Fill the hole with butter, or jam. Don't try to cook too much dough at once or to cook too fast. It can also be cooked in oven.

Corn Pone—3 cups cornmeal, 1 cup flour, 8 teaspoons baking powder, 2 tablespoons sugar (if you like it a bit sweet), 4 cups water (approximate), $\frac{1}{2}$ cup fat.

Combine meal, flour, baking powder, salt, and sugar, then add fat. Stir in the water gradually until mixture is smooth and thick enough to drop from spoon. If frying pan is used, have the batter about $\frac{1}{2}$ inch thick, and hold over fire until it bakes on bottom like a pancake. Then bake top by reflected heat, propping pan on one side with rock, etc., so it will catch the heat. Serves 8.

Squaw Corn—8 slices bacon, 3 onions, 8 ears corn or 2 No. 2 cans, pinch salt, can pimienta or 3 green peppers, 8 slices of toast.

Fry out bacon; peel onions and slice thin, and fry with green pepper until light brown. Add corn (if green, cut from cob) and salt to taste. Fry until brown and serve on toast. Serves 8.

Ham Hole—1 pound ham cut thick, 4 medium-sized apples, 4 medium-sized sweet potatoes, brown sugar (about half small box), $\frac{1}{2}$ cup water.

Peel apples and sweet potatoes. Use a large pot with well fitted top. Place a layer of sliced sweet potatoes, apples, and ham; repeat until all ingredients are used. Over each layer sprinkle brown sugar. Add $\frac{1}{2}$ cup water to mixture in pot. Close the pot tightly and cook slowly for two or more hours, if possible in a ham hole.

Komac Stew — Beloved of the Scout organizations and campers everywhere is Komac Stew. 4 tablespoons butter, 2 onions, 1 No. 2 can of tomatoes (or 4 large fresh ones), 1 green pepper, 8 eggs, 8 slices of toast or crackers, salt, and pepper. Corn or other vegetables in season may be added if desired. Melt

butter in pan. Peel and slice onions. Fry until lightly browned in fat, add tomatoes and pepper. Cover and stew slowly for half an hour, stirring frequently. Season to taste, add the eggs one at a time, stirring constantly. Serve on toast or crackers. (Don't have fire too hot, or stew will curdle.)

Hunters' Stew— $\frac{1}{2}$ pound bacon, 6 carrots, 1 large onion, 2 large tomatoes, 4 Irish potatoes, diced, pinch of salt, dash of pepper, small amount of water (not soup).

Fry bacon and onions until brown. Put in cold water and heat to boiling. Add carrots and tomatoes and cook for 10 minutes, then add potatoes, salt, and pepper. Serve hot.

Baked Eggs—Chip off a bit of the shell, about the size of a pinhead, from the large end of the egg without puncturing the membrane. Make a large hole in the small end breaking the membrane, then place the large end next to hot rock or ashes, and cook by reflected heat for about five minutes. Wrap the egg in wet leaves if you prefer.

Cocoa—(12 cups)—12 teaspoons cocoa ($\frac{1}{4}$ cup), 24 teaspoons sugar ($\frac{1}{2}$ cup), pinch salt, $\frac{1}{4}$ quart boiling water, $2\frac{1}{4}$ quarts sweet milk.

Mix all dry ingredients and add the boiling water slowly, stirring until mixture is smooth. Boil five minutes. Add milk, heat to boiling point but do not let boil. Serve hot. A marshmallow may be added.

"Some More"—This is one of the favorite desserts of Girl Scouts. 24 Graham crackers, 12 marshmallows, 3 (5-cent) chocolate bars.

Each person should have two Graham crackers, one marshmallow, and $\frac{1}{4}$ bar of sweet chocolate. Toast the marshmallow over coals and put between two crackers. Add chocolate while marshmallow is still hot so it will melt. This is so good that when you eat one you want "some more."

Another simple dessert for campers is made by cutting squares of loaf bread, dipping them in milk and then in shredded coconut, and toasting the whole over the camp fire.

Campers' Stew—2 pounds shoulder of lamb, 5 slices bacon, 2 medium-sized onions, 4 ears green corn, 2 ripe tomatoes, 1 scant tablespoon butter, 1 teaspoon chili pepper, 1 tablespoon vinegar, 2 medium-sized potatoes, 1 tablespoon chopped parsley, salt and pepper. Lamb should be cut into pieces about 2 inches square and well salted and peppered. Line the bottom of iron or earthenware pot with bacon slices; put in layer of meat, then layer of sliced onions. Sliced raw potatoes and corn cut from cob should follow in order, each layer being seasoned as

it goes into the pot. Arrange slices of tomatoes on top and pour over the whole a sauce made of melted butter, Worcestershire sauce, vinegar, and chopped parsley. Cover pot closely and let simmer for two hours. This is an excellent pot for the "bean pit."

Kabobs—1½ pounds of steak, 8 slices of bacon, 2 onions, salt. Cut beef into one-inch squares one-half inch thick. Peel onions, slicing medium thin, and cut bacon into squares. Select long green sticks and peel off bark. It is well to dry them out over the flames beforehand to destroy the woody taste. Thread the sticks with bacon, beef, and onion alternately. Cook over the camp fire, salting when done, and eat immediately from stick. Serves 8.

Angels on Horseback—1 pound cheese, 16 slices bacon, 8 split rolls, lettuce. Cut cheese in cubes. Wrap around with bacon and tie with grasses or pin with toothpick. Run it through with sharp pointed stick and toast quickly over hot fire. Have ready a split roll and lettuce to hold the bit when it comes out mushy from the fire.

Barbecued Squirrel, Rabbit, or Chicken — Dress and prepare fowl or game, cutting frying-sized chicken down back in halves (cut rabbit or squirrel into convenient pieces and soak in salt water for a few minutes). Place under side down over fire and let stay in that position until the meat begins to get done. Turn over and mop with sauce. Do not cook too fast. Melt ¾ cup butter with 1½ cups vinegar, and 1 tablespoon salt. Bring to boil. Mix together ¾ tablespoon horse-radish, ¾ tablespoon white pepper, ¾ tablespoon dry mustard, 1/6 bottle of table sauce, ¾ tablespoon flour, red pepper to taste. Add this to the butter and vinegar and cook until creamy. Baste fowl or game with this. (A cloth swab may be used. Wrap several thicknesses of cheesecloth around on end of a stick.) Sufficient sauce for 5 chickens, etc.

Barbecue Sauce — (Sufficient for 100 pounds of meat). 5 pounds fresh marrow bones, 2 quarts water, 5 quarts deep red canned tomatoes, 4 garlic buttons cut fine, 4 whole bay leaves, 2 tablespoons celery seed, 4 tablespoons salt, 2 tablespoons sugar, 12 cloves, 2 green peppers, cut in halves, seeds removed, 4 large sliced onions, 1 bottle Worcestershire sauce, 3 cups vinegar, 3 to 4 tablespoons grated horse-radish. Wash marrow bones and discard excess fat. Mix all the ingredients except the sauces, vinegar, and horseradish. Simmer about four hours. Chill and let stand overnight in the refrigerator. Heat the sauce, remove and discard bones. Press all pulp through a fine sieve, and add Worcestershire sauce, vinegar, and horseradish. Serve hot on barbecued meat.

Personal Camp Equipment

1. Towels, soap, tooth brush, paste, drinking cup or glass.
2. Comb or brush or both; handkerchiefs.
3. One or more changes of clothing, depending on length of camp. Wear only simple, comfortable, easily cleaned clothes. A raincoat and a sweater or coat are often needed. Bathing suits, of course.
4. Usually each person must take his or her own sheets, blankets or quilt, and pillow.

Of course boys don't have to be urged to take their baseball paraphernalia, nor anyone their bathing suits, or those who have one, kodak, pocketknife, or flashlight. Notebook and pencil are often desirable.

Swimming at Camp

Every camp that is to have swimming should organize its water front protection before going to camp. One accidental drowning will ruin a camp, and perhaps camp attendance for several years to come.

The swimming place should be divided off so that both non-swimmers and experienced swimmers have advantages. Non-swimmers' or beginners' area should not be over $4\frac{1}{2}$ feet deep. Experienced or advanced swimmers' area should be at least six feet deep if there is to be any diving. Depths should be clearly marked off. All diving boards should be placed so that the water is at least six feet deep and is free from rocks, etc.

If possible a lifeboat or canoe should be kept near the swimming area. No one should be allowed to use the lifeboat for any purpose during the swimming time.

The check system or the "water buddy" system should be used to keep check on the swimmers. The check system operates by keeping a list of all swimmers and checking them in and out of the swimming area. The buddy system is used when two swimmers of the same class (two beginners, etc.) enter and leave the pool at the same time. They swim together and the person in charge blows a whistle occasionally for the buddies to find each other. Each buddy is responsible for the other, and there are two to cry for help. The buddies are assigned each time the swimmers enter the pool. The buddy system is used more

than any other. It is as important in shallow as in deep water.

Practice these swimming rules in camp or at any time and avoid accidents which may end in death:

1. Don't go in swimming alone or permit others to do so. You never know when you may take cramp or something else happen.

2. Keep out of the water for an hour or more after eating.

3. In boating, let the other fellow have the boat if he wants to act smart, rock it, stand up in it, or do other things as foolish. Boats were made to be used by people of sense only.

4. Sunburn or suntan is again the simple difference between sense and lack of sense. No skin can stand the direct rays of the sun for a long period until it has become accustomed to it. If you like to loll about in your bathing suit, get out of the sun to do it.

5. No sensible person stays in the water any longer when goose bumps begin to appear and shivers come on.

6. Don't take foolhardy chances or dares. The writer won't soon forget the look of the smart aleck on the 4-H camp one summer as he came to the top after disentangling himself from a swimming pool drain pipe. He thought he would test the suction as the pool was draining. Luckily he escaped with nothing worse than bruises and scratches.

7. If you can't swim well, stay within your depth. A worth-while feature for any camp is an examiner to teach lifesaving and swimming. If possible, teach all swimmers the prone pressure method of artificial respiration. This does not require equipment. The patient is placed face downward, one arm is extended directly overhead, the other arm is bent at elbow with the face turned outward resting on hand. The nose and mouth are then free for breathing. The person giving the artificial respiration kneels straddling the patient's thighs. With the palms in the small of the back and fingers resting on the ribs, and with arms held straight, swing arms slowly forward so the weight of the body is gradually brought to bear upon the patient. This operation should take about two seconds. Now swing body downward and back to remove the pressure completely. The whole operation should be repeated from 12 to 15 times per minute. Keep up until patient revives or the doctor pronounces him dead. Sometimes two or more hours are required. Swimming pamphlets on Red Cross lifesaving methods can be secured from the American National Red Cross, Washington, D. C.

Lifesaving Hints

1. Never get close enough to a drowning person to be caught.
2. It is much easier to go after someone drowning in a canoe or throw a life line than to go after him yourself.
3. Don't expect to break a drowning person's hold by force for it is almost impossible.
4. If you can keep your head when someone grabs you, duck under water with him and it is easier to break his hold.

More Outdoor Games

Many of the games, stunts, etc., in Section III of the Handbook are well adapted for camp use. We are including a number of others in this chapter particularly adapted for camp use.

Follow-the-Leader—A good game to play to teach new strokes to swimmers and fun besides. Have a good swimmer or the instructor do different strokes, dive, float, or do tricks in the water. The other swimmers are numbered off and as the leader finishes, No. 1 tries to do the same thing, then No. 2, etc.

Keep Away—To play this water game a water ball is needed. Half the players try to keep the ball away from the other half. The ball must be thrown before someone tags player with the ball in hand. Anyone tagged is in for a ducking. No points are made. This is a game for fun alone.

Three good games for camp are these from the New York State College of Agriculture:

Discus Throw—A small circle about 18 inches in diameter is drawn upon the ground or floor. Contestants take turns throwing a round flat sink stopper or a round flat piece of wood into the circle. Each time the "discus" stays within the circle it counts one point. Opponents should stand eight to ten feet from the circle to throw the discus.

Shot Put—A small salt bag is filled with sand or beans. Competitors stand on a given line and place the bag on the back of their necks. They endeavor to throw it as far backwards as possible without the use of their hands. The person who throws the bag the greatest distance wins. This may also be used as a competitive game between two teams.

Drop It In—Each contestant is given 10 shelled peanuts, peas, or beans. Players are asked to stand on a chair and to drop their peanuts from the level

of their shoulders into a quart jar placed in front of the chair. The person who gets the largest number into the jar wins.

A Water Wedding

Bride, bridegroom, father, best man, maid of honor, two bridesmaids, two groomsmen, ring bearer, train bearer, two flower girls, preacher, organist, and soloist compose the cast.

All members of the wedding party wear bathing suits. Men wear shirts and ties but no trousers. Women wear hats, veils, blouses but no skirts. Bride wears flowers on head, train of mosquito netting, blouse, and carries wild flowers. Preacher wears his shirt buttoned up in back and carries black book.

The wedding party may enter the swimming place either in the shallow part or from the diving board (jumping feet first).

The organist is seen in the water playing and the soloist sings a song. They both hum a wedding march as the bridal procession is seen approaching. The two bridesmaids enter from one side and the two groomsmen from the other. The two bridesmaids stand on one side (either) of an imaginary semicircle and the two groomsmen on the other. The maid of honor enter alone and stands near the bridesmaids. Two flower girls enter strewing flowers from a basket as they walk. (Bathing cap is used for basket.) Next the ring bearer enters carrying an inner tube which is used for the ring. The preacher enters followed by the bridegroom and the best man. The bride now enters on the arm of her father. The train bearer carries her train. The bride and groom both face the audience with the preacher facing them. The preacher should carry a black book which is open when the ceremony is read but the words are really recited. He says: "Dearly beloved, we are gathered together to join this man and this woman in holy wet-lock. Miss H., do you promise to support this man and to love him until death do you part?" Miss H.: "I do!" (in a loud voice). Preacher: "Mr. H. O., do you solemnly swear to cook, wash dishes and do all the mending, love, honor, and obey this woman?" Mr. H. O.: "I do" (meekly). Preacher: "Is there any reason why these two people should not be joined in holy wet-lock?" (He stops and looks around. No one speaks.) Preacher then takes the tube from the ring bearer, gives it to the groom who gives it to the bride as he says, "With this ring I thee wet." Both duck under the water and come up in the tube. Preacher: "I now pronounce you H²O." The bride and groom leave the water first, followed by the other members of the party.

Instructive Nature Games

I See—Players all sit in a circle. The one who starts the game says, "From where I am I can see a maple." The next player on the right repeats "maple" and names something new that he can see. This is continued until all players have had at least two tries. A player must name something new each time. If anyone fails to name a new object or to name in order what the other players have said he is out of the game. If anyone's statement is doubted he may be challenged. If he names something that cannot be seen and is challenged he is out of the game. Last person to stay in the game is the winner.

Leaf Snatch—Divide players into groups of eight or more. Get as many different kinds of leaves as you can find. Put these leaves in a pile in front of each group, the group forming a straight line facing the leader. The leader calls out names of leaves as "maple," "oak," "pecan," etc. Each time a leaf is called the person in front of the line rushes to the pile and tries to find the leaf called. The first person back to his line makes one point for his side when he has tagged the next person in line. The line making the most points wins.

Beware of the Hawk — Players choose partners and stand in couples in circles made on the ground. Each couple secretly chooses the name of a bird. One couple, the "Hawks," walk about calling the names of all birds they can think of. Whenever their names are called, the couples who have those names fall in line behind the "Hawks." When the "Hawks" have called all the names they can think of they say, "The sky is calm." When they suddenly call, "The sky is cloudy," all run, in couples, for a circle. The couple that is left without a circle becomes "Hawks," and the game is played again. (This game may be played inside of the house by substituting a chair for couple instead of a circle on the ground.)

I Am Thinking—The players should divide into two straight lines facing the leader. The leader describes an animal whose actions can be easily imitated, such as a rabbit, frog, cat. As soon as the No. 1's in the line recognize the animal they must imitate its walk for a definite distance and then run back to the back of their line. Side which gets the most animals first is the winner.

Kims Game—Arrange on a table as many different kinds of objects as can be found and cover them. Send every one from the room and give each a pencil and paper. Bring in one person at a time and allow two minutes to look at everything on the table and then cover the table and let him write in the given order all objects on the table. The winner

is the person naming the most objects in correct order. (This game can be played also, with everyone seeing all the objects at the same time and then naming them.)

Art Gallery—This game depends upon the originality of the players. Give all players ten minutes to go out in the woods and find something that they can make into an animal. Winner is the one that wins at the exhibit by vote of players.

Good Water Contests

1. Relay race, 200 feet swimming, boys 14 to 20 years.
2. Relay race, 100 feet swimming, boys 10 to 13 years.
3. Relay race, 100 feet swimming, girls 10 to 18 years.
4. Tug-of-war, boys in water, 14 to 18 years.
5. Tug-of-war, boys in water, 10 to 14 years.
6. Swimming and reading contest, girls 10 to 18 years.
7. Swimming and balloon race, by nose, girls 10 to 18 years.
8. Frog swimming under water, boys 10 to 14 years.
9. Frog swimming under water, boys 14 to 20 years.
10. Fancy diving contests, boys all ages.

Fishing Don'ts

By Walter B. Jones

1. Don't approach too close below a power dam; water is automatically released and you might get caught in the treacherous current.
2. Carry at least two good oars or paddles.
3. Don't overload the boat; three persons is a good load for the ordinary skiff.
4. Do not stand up in a boat; it turns over easily.
5. Don't jump into a boat; you might go through the flooring.

Camp Schedule for a Day

(From South Carolina's Camp Long)

MORNING		Quiet Hour	1:30—2:30
Reveille	7:00	Swimming and	
Breakfast	7:30	Swimming	
Inspection of Cabins	8:30	Instruction	3:00—4:00
Song Period	8:40—9:00	Athletics, Folk	
Activity Period	9:00—10:00	Dancing	4:30—5:30
Assembly	10:15—10:45	EVENING	
Free time	11:00—12:00	Supper	6:00
AFTERNOON		Vespers	7:30—8:30
Dinner	12:30	Evening Pro-	
Agents' Meeting	1:15—1:30	gram	8:30—9:30
		Taps	10:00

The Council Ring

We love to come to the council ring,
Often twice a day;
With the sun, we come to worship God
At evening come to play.
May we turn all thought,
And lift our eyes,
In each glad worship hour,
To Him who gives our lake for play,
For joy each tree and flower.

—Harriet F. Johnson

Council Fire Programs

No time and place perhaps offers greater opportunities for dramatic, impressive, or memorable occasions than the council fire period in camp. The burning logs, the stars overhead, the surrounding darkness—all help in setting the stage. Four-H club members who have participated in or observed the candle lighting ceremony well know how impressive such an occasion can be. Scout groups use the council fire period very effectively.

A camp fire program may well begin with a ceremony that is appropriate to the type of program planned. Peppy songs, special music, short talks, story telling, stunts, and games, as a part of the program are all good. Closing with the organization's oath or pledge, followed by "taps" and a quiet dismissal leaves a feeling of rich experience richly enjoyed.

Original stunts are great fun at camp fires. Try some of these: life of someone on camp; play on camps, present, past, or future; original song contest; finish play after being told part of one; party; play; athletic contests (riding broom, blowing feather over rope, etc.); jazz wedding.

With a little ingenuity and originality many ordinary farm happenings can be effectively dramatized for a camp fire program, such as awakening to the fact that one's bank account is washing away when the soil is lost, that balanced farming brings in cash the year-round instead of once-a-year cotton or tobacco farming; that it pays to plan one's farming at the beginning of the year (by showing losses and errors where this is not done). Many familiar songs also make good material for short stunts.

Camp Vespers

All camp programs should be non-sectarian unless all campers are of the same denomination. Songs, playlets, poems, and talks can be used to advantage on Sunday programs. If the campers do the plan-

ning, as well as the carrying out of the program, they will get more from it. Here are some programs that may help.

1—

Song, "Star-Spangled Banner"

Poem

Pledge to flag

Bible reading

Prayer

My favorite character in the Bible

Song, "America"

2—

State song

History of our state

Bible reading

Talk on "My State"

Song, "It Isn't Any Trouble"

Sentence prayers

3—

Roll call of campers—everybody responding with something about a tree (50 words limit).

Teach the campers the poem, "Trees."

Have some campers dressed in white or green and dance a tree dance.

Illustrate the picture of "The Man with the Hoe" and have a group sing, "Work for the Night is Coming."

Camping Helps

Quantity Recipes for Serving 25-50. Evaporated Milk Assn., 203 N. Wabash Ave., Chicago, Ill.

Collection and Preservation of Insects in the Study of Agriculture. F.B. 1601.

Use of Logs and Poles in Farm Construction. F.B. 1660.

Supply Department, Boy Scouts of America, 2 Park Ave., New York City, for a wide variety of inexpensive camping helps on food, sanitation, safety, shelters, etc.

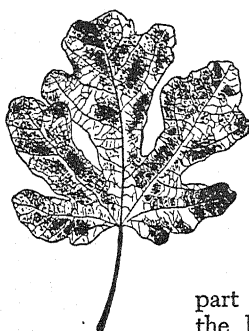
Suggestions for 4-H Camps. Bul. 90, Extension Service, Clemson College, S. C.

Inexpensive Crafts

Crafts for camp should be inexpensive and simple enough to finish during the camping period. Crafts to be made at home can require more time but should be useful or ornamental. Materials found in nature offer many possibilities. A walk through the woods should give you many ideas for crafts. These suggestions should open your eyes to possibilities around you.

Leaf Prints

Preserve the beauty of leaves by making leaf prints in your nature study. To make *Smoke Prints*



you will need a collection of leaves, white paper, old newspapers, candles, and grease. These prints are made by smoking greased paper (lard on newspaper) over a lighted candle. Keep the paper moving to avoid burning. When the paper is smoked black rub the under

part of the leaf over this. Press the blackened leaf surface down with a clean piece of paper over the top of the leaf. (Use drawing or typing paper for picture.) Remove the leaf and allow the print to dry.

Ink Prints require colored show card paint, ink roller, old newspapers, white paper, and collection of leaves. Green show card paint can be placed on piece of old newspaper over which the ink roller is rolled. The roller is then used to ink the underside of the leaf which is placed on the white paper and pressed down with the fingers (cover with newspaper before pressing leaf). The outline of the leaf showing veins and net work are transferred to the paper. Allow print to dry.



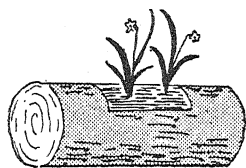
Blue Prints — These require special blue print paper which may be bought from a printing supply company. The blue print paper can be cut the size you desire but should be cut away from bright lights. The leaf or flower is placed on the blue print paper with a piece of windowpane glass over it and then

exposed to the sunlight for a short time (approximately one minute). The glass is then removed and the print is dipped into a pan of water and allowed to dry in the shade.

Spatter Prints—Use straight pins to pin leaf to paper. Place piece of screen wire about four inches above. Dip an old tooth brush in India ink and rub it over wire. Be sure ink spatters all the way around the leaf, so you will have a leaf outline when the leaf is removed. Allow print to dry before removing leaf.

Flower Container

An unusual flower container can be made from a block of wood by cutting out part of the inside so



that it will hold wild flowers, ferns, or narcissuses.

Use sandpaper to give a smooth finish. Shellac the container before planting the flowers or bulbs. Plant flowers and ferns in dirt but

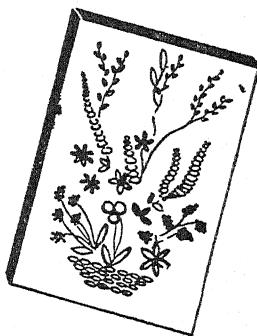
use small pebbles to hold

the bulbs in place. This can be used as center for your camp table.

Seed Pictures

Pictures made by using all types of seed, heavy cardboard, straw, cement, and pins show originality.

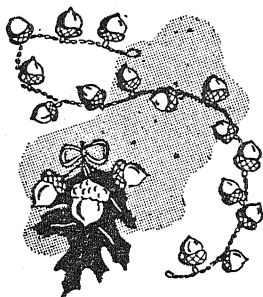
The cardboard may be painted brown to give a natural background for the picture. All sorts of seeds, both large and small, can be arranged in shapes of flowers, and straw can be used for the leaf stem. The seeds are glued in place with cement and then pinned down until dry. A glass frame will help to preserve the picture.



Acorn Jewelry

Lapel Ornaments—Collect red and black oak acorns to use in making lapel ornaments. They need not be of uniform size but you will need three for each ornament. The largest acorn is placed in the center with two smaller ones on either side. Through the cap of each acorn drill two holes through which a fine wire is drawn. Wind the three separate wires together and attach an oak leaf cut from a piece of green or brown leather. Fasten the acorns to the

leaf by drawing the ends of the wires together and twisting them a few turns. The acorns may be shellacked or left in their natural state.



Bracelet and Necklace

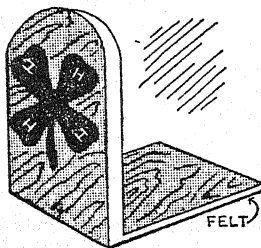
Why not make a bracelet, necklace, or matching set of both? You will need acorns, screweyes, a piece of light chain, and shellac.

First, select firm acorns of uniform or graduated sizes. Be careful to choose acorns that are not so dried out or worm-eaten that they will not hold screweyes. After obtaining enough acorns for the desired piece of jewelry, wipe them clean and screw a screweye into the wide part (stem end) of each. Holding the acorn by the screweye, apply a coat of clear or orange shellac to the acorn, in order to give it a bright finish. Allow the shellac to dry for several hours before handling the acorns again. When they are dry, fasten them at equal distance from each other, onto a piece of gold-colored chain (which may be purchased at a hardware store.) The links of the chain may be pried open to insert the screweye, then bent back together. Use a fastener from the ten-cent store to complete the piece of jewelry. In order to prevent tarnishing of the chain, apply a coat of clear fingernail polish. A matching set of necklace and bracelet makes an attractive gift or addition to an outfit, particularly one of "autumn" colors—brown, yellow, rust, or green.

—By Bette Houlditch.

Book Ends

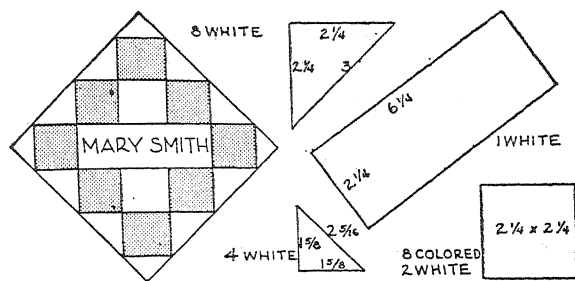
Make a pair of book ends by using hickory, oak, or cedar logs that you find on the ground, but that are still good hard wood. Be sure your tree is large



enough to give you enough blocks $\frac{1}{2}$ - to 1-inch thick. Two blocks for each pair of book ends are all you need. Shellac the natural wood. Silhouettes or club seal can be added before shellacked if desired. Nail a thin board less than $\frac{1}{2}$ inch to bottom of the block with small nails. A piece of felt, the size of

the bottom piece of wood, may be glued to the under surface.

Friendship Quilt



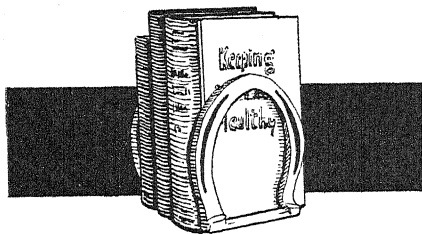
Have you ever wished you had something you could make to help you recall happy memories? A friendship quilt may be the answer. Blocks with names of club or troop members, name or organization, colors, motto, etc., would be welcomed as a keepsake for any member of your organization. It need not be expensive for part of the material can come from your scrap bag. Solid or printed materials carry out the design of the block with the names of the members in matching colors. The chain or outline stitch can be used for attaching the names to the center of the white background of each block. The material required for each block: 8 large triangles, 4 small triangles, 1 large piece, 2 squares (all white) and 8 colored squares with matching colored embroidery thread.

The pieces are sewed together to form the design shown. Use colored strips of cloth (4 to 6 inches wide) to put the blocks together, depending on the size of quilt you desire. Use one roll of quilting cotton, solid colored material for the lining and quilt the blocks by the piece method. Thirty blocks are required for a small quilt.

Corsage of Native Flowers

To make attractive corsages you will need a spool of fine wire, floral ribbon about one inch wide and a collection of flowers and ferns. Cut wire 10 inches long and wrap each flower and fern stem separately with wire, starting just below the bloom and wrapping to the end of the stem. (The stems should not be cut the same length.) Use fern as background for the flowers, arranging flowers so that colors harmonize. Ribbon tied in a bow gives the finishing touch. Care must be taken in selecting kind as well as quantity of flowers to be used. Too many flowers in a corsage give a very poor impression.

Horseshoe Book Ends



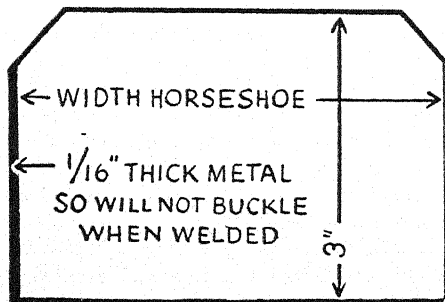
Good luck book ends made from horseshoes plus a few materials and a little time make attractive furnishings for any room.

Hardeman County, Tex., 4-H club girls learned to make these book ends with discarded horseshoes. The idea which originated with County Home Demonstration Agent Hazel C. Harrison, is another, and characteristic, example of the ingenuity of members of 4-H clubs to make useful articles from material at hand around their farms. It's heritage from the earlyday "Yankee tinker."

The horseshoes should be as nearly the same size as possible and all nails and surface dirt removed. If they are rusty, soaking in muriatic acid will clear it off, the period of soaking depending upon the amount of rust they have accumulated. A good supply of rags should be at hand to wipe off the acid, and the horseshoes then rubbed thoroughly with a steel brush.

The material now is ready for assembly. Have your tinsmith cut a strip of tin about one-sixteenth of an inch in thickness, three inches wide and long enough to span the horseshoe from post to post. This should be welded to the tips of the post to form the base of the book ends.

The job now being ready for finishing the horseshoes should first be rubbed with a medium fine sandpaper until finish is smooth. Wipe free from dust particle and paint with a quick-drying enamel of a color to harmonize with the furniture in the



room where the book ends are to be placed. After the enamel is dry a design of a contrasting color may

be used. For this the nail grooves may be followed. In mixing the paint for the design use one part of clear varnish, one part turpentine, and one drop of pure oil color, and apply two coats. After the design dries cover the under side of the metal base with pieces of felt—an old felt hat will do—to prevent scratching the surface of a table. Attach the felt with glue and paint the edges with enamel to give it a neat finish.

Pictures

Windowpane glass cut with a glass cutter to the size and shape you want makes unusual pictures. Magazine pictures, silhouettes, etc., placed under the glass can be painted on it with show card paint. Use tinfoil or a solid colored paper background. The unpainted surface is placed outward with the painted surface placed next to the background. Bind the glass to the mounting with tape, preferably *passe partout*. To get a neat fit miter the corners of the tape. A ring hanger may be used on the back for hanging.



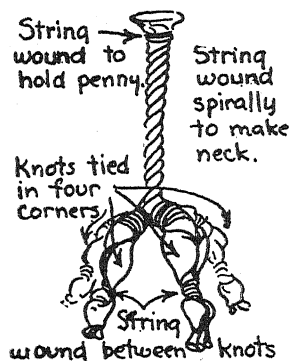
Bandana

An attractive colorful bandana can be quickly made from any white thin cloth.

How To Make the Bandana

1. Cut cloth 35 by 28 inches and hem or fringe edges.
2. Put $\frac{1}{2}$ package of all-purpose dye into two quarts of water. Add tablespoon of salt. Boil five or ten minutes.
3. While water is being heated tie the white cloth in the following way. First find the center of the cloth. Then place a penny in the center and tie the cloth around it with a string to hold the penny in place. Twist the cloth below the penny and wind tightly with string so as to make a neck about 6 inches long. Then tie a common knot in each corner as near the neck as possible. If there is room tie

another knot below the first. Wind string spirally between the knots. Be sure all knots are tied tightly and wound tightly.



4. Dip the cloth when tied in the boiling dye. Do not leave the cloth in the dye too long. Five or ten seconds is long enough. Test the dye color with small piece of cloth to be sure the shade is what you want before using.

5. Rinse in cold water to remove surplus dye.

6. Untie carefully so as not to tear the cloth.

7. Dry and iron and the bandana is finished.

How to Make a Silhouette



Four-H club members attending Kentucky's camp one summer had a lot of fun making their own silhouettes. It takes only a few minutes of time, very little skill and material to produce a likeness that anyone can recognize.

There is a great deal of satisfaction in being able to turn artist and presto, make your own picture.

Really there is no catch to it—all you need is a little bit of equipment and the helping hand of a fellow club member.

The club member who is having his picture done sits in silhouette to a large piece of wrapping paper mounted on the wall with a bright light focused on him (he sits between light and wall). The helper takes a crayon or pencil and draws around the shadow.

The magic takes place when a pantograph is used to reduce the size of the drawing to approximately one-sixth the size of the original drawing of the shadow and transfers it to black paper. The next step is to take scissors and cut out the drawing from the black paper. The silhouette looks quite professional when it is mounted on white paper and the white paper placed in a colored folder.

A pantograph is the only piece of equipment which is not readily available and it can be secured from a drafting company for about \$2. (This can be used to *increase* or *decrease* a picture as much as eight times the original size.)

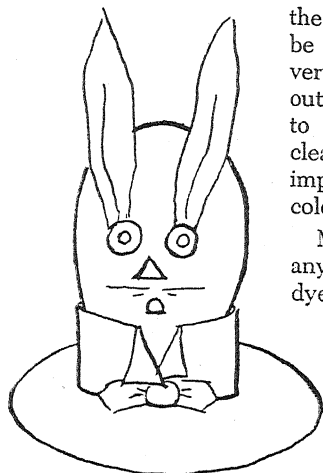
Egg Favors to Make

To make faces on eggshells select smooth brown or white eggs and wash thoroughly. Make a hole in *small* end of egg about the size of a nickel and pour out contents. The egg can be separated if care is

used but it is easier when the egg does not need to be separated. Wash again very thoroughly inside and out and stand on open end to dry. The thorough cleansing of the egg is very important for you cannot color a dirty eggshell.

Make up a dye bath of any desired *light* color and dye the shells you wish to use for the Peter Rabbit favors. When they are the shade you want, remove them from the dye and stand them on broken ends to dry.

Cut long slender rab-

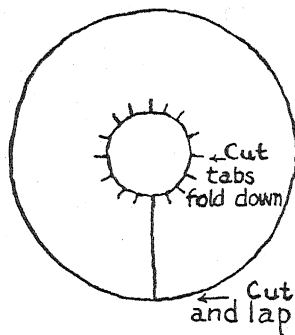


Peter Rabbit

bit ears, that are about 2 inches long, from any light colored crepe paper. Glue or paste these ears to the colored eggshells, so they will come slightly above center of egg. Next, place two gummed reinforcement rings (the kind used on note books) over the edges of the ears for the eyes. Cut a small triangle of brown wrapping paper and paste it slightly below the eyes for the nose. To make the mouth cut a small oval that is flat at bottom, as shown in the illustration, and paste below nose. Between the mouth and nose draw lightly with a black pencil two lines on each side for the rabbit's whiskers.

How to Make the Base on Faces

To make the egg stand up, a base can be made from any light colored heavy paper. Borrow one of Mother's regular fruit jar screw tops and use it to draw around to make a circle on any color of paper you wish. Cut out this big circle and then cut a small circle about the size of a dime out of the center of the big circle. Cut a straight line from one circle to the other as shown in the illustration. Slash small tabs all around the small circle and bend them down. Lap the base about one-half inch, where you cut the straight line from one circle to the other, and paste or glue together so that the base will stand level on the table. The center of the base will be a little higher



than the edge. Put glue or paste on the tabs you cut and turned down at the top; then press the broken edge of the eggshell down firmly until the egg will stand upright. The base should cover the broken edge of the shell. Let this dry thoroughly before you do anything else.

How to Finish the Rabbit Favors

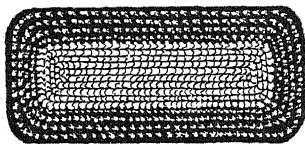
After the rabbit has been put on the base, cut a narrow white strip of paper that is about three-fourths of an inch wide for the collar. This strip should be long enough to go around Peter's neck and lap slightly in front. Turn down the top corners to make a winged collar and paste collar in place. Make a bright bow tie, out of crepe paper, that is same color as the rabbit's ears and paste just below the turned down corners of the collar. Place candies wrapped in wax paper inside these favors.

Peter Rabbit favors are especially nice for Easter parties or Easter baskets for children.

Arts and Crafts

Rugs

Attractive rugs for your home or clubroom can be made from cotton or woolen strips, stocking loops, old silk underwear, old silk hose, and burlap. These should be dyed before using.



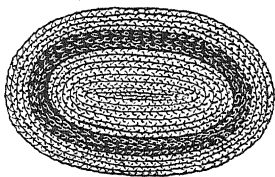
Crocheted rugs require $\frac{3}{4}$ -inch strips sewed together and a large hook needle. These may be made round, square, or oblong depending on

your desire and the position you hold your work. Use the simple crochet stitch. Press the rug to finish.

Hooked rugs are made on a burlap base with regular hook needle and frame. Any of the above dyed material can be used. The design is drawn on the burlap base. Club, troop names, or seals used in the center of the oblong rug, using the two colors,

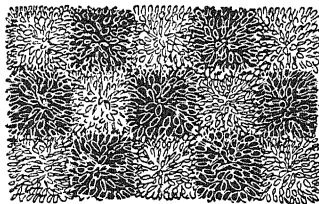
one for design and the other for a background, will add to your room.

Braided rugs require 1- or 1½-inch strips. Use strands and braid as you would your hair. Tack strips together with needle and thread, as the braiding progresses. Tack the braids together in desired shape with needle and thread. Stretch the article and press into finished shape.



Fringed rugs are made from dyed burlap sacks. Cut sacks 1½ inches wider than you want the finished

rug to allow for your hem. Using another sack cut into 6-inch strips and sew these strips on the sewing machine to your sack. Ravel 2 inches on each side of the machine



stitching (before adding the next strip). Use enough strips to cover the entire rug base with fringe when raveled. Two or more colors, if used alternately, will give a varied effect.

Sculptor in Clay

Have you ever tried to make bas-reliefs from natural clay? This is a fascinating hobby and one that is not expensive.

First mix water with the clay; knead it to remove all rocks, until it resembles dough then place it on a board approximately 20 inches square. Use a piece of clay 8 x 10 x 1 and with a flat-edged stick scrape it smooth. Then with the sharp-pointed stick outline the head and features and smooth them down with your fingers. When allowed to dry the bas-reliefs will last a long time even if not cast.

One of the nicest things about this work is you can make your own utensils to work with. Use a sharp-pointed stick (orange) and to blunt end attach a hair-pin with cord, leaving the head about 1½ inches from the stick. Use point for outline work and head to cut away surplus.

Stick Printing

Lollypop sticks, matches, spools, round or square pegs can be used in stick printing to form attractive designs. Using a knife notch out geometric designs, shape the ends, cut squares, triangles, etc., to give many different figures.

The design is made by daubing the paint on the printing surface and firmly pressing the painted surface onto the material to be printed. Repaint each time before applying your design. Fabrics, paper, cardboard, wood, and other materials can be stick printed. Scarfs, towels, invitations, place cards, and stationery are a few of the items made more attractive by this method of decoration.

Making a Kite

Successful kites depend on lightness, strength, correct balance, and attaching the bridle properly. One type of kite is made of two pieces of straight-grained light wood about $\frac{1}{4} \times \frac{3}{4}$ inch. Ends of each stick should be notched to hold outline cord. Bind pieces of wood together tightly where they cross with a string that will hold.

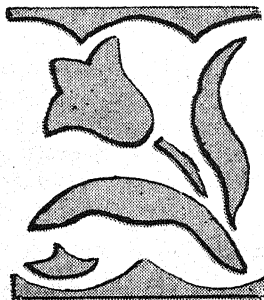
Put a piece of strong cord around the outside of the frame, fastening it in each notch, so that all sides are tight. Check angles with a square, and true by pulling on cord around the kite.

Use a light, tough paper and allow 1 inch all around for folding over the cord. Apply rubber cement or stiff paste to outer flaps, fold them over string, press into place, and set aside to dry.

When thoroughly dry, fasten strings from top to bottom of long piece and to each end of the cross-piece. Fasten a fine, stout kite string where these will just about balance. Length of tail must be decided by trial, but it should be heavy enough to prevent pitching and diving and light enough to allow kite to rise in a good breeze.

Stenciling

On heavy paper or celluloid draw the parts that you wish to cut out. These cut-out parts will be the design. With a razor blade, clearly cut out the portions that have been outlined.



Place the stencil on the paper or cloth and apply the oil paints with a brush, using light strokes for light tones and heavier ones for darker ones. Instead of paint, wax crayons may be used. If they are used

the wrong side of the material should be pressed with a warm iron. When removing stencil avoid smearing.

These designs can be used on book ends, dresser

scarfs, luncheon cloths, Christmas cards, invitations, stationery, place cards, etc.

Shower Bath

If you haven't a shower bath for use during the summer there is an easy way to build one.

You will need an old barrel or steel tank equipped with a faucet and a 5-cent sprinkler. Set this on four posts or a platform built high enough to allow a tall person to stand underneath. Fertilizer sacks ripped open can be tacked around the frame to enclose the shower.

The barrel should be filled with water in the mornings so that the sun will heat it up during the day. This will also prevent the sun from drying out the wood and causing cracks to appear if a wooden barrel is used.

Potato Block Printing

Many interesting articles can be made with the use of potato block print designs. Cut out your design so that the printing surface of the design is raised $\frac{1}{2}$ inch higher than the rest of the potato surface. Using show card paint cover the printing surface of your potato design and then block on to the object you are printing. Place the block in such a fashion as to form a pattern. For each print repaint the printing surface with paint.

Decorated Dry Weeds

In the fall when the first frost has fallen take a hike into the woods and gather twigs, leaves, weeds, and certain flowers to transform them into colorful keepsakes by painting them. When selecting your subjects keep in mind the appearance they will make in your vase. The colors used are largely a matter of your own choosing. Milkweed, cattails, maple leaves, etc., make attractive displays.

Carving Hickory Nuts

Here and there, young and old alike are finding a fascinating hobby in carving miniatures from peach and plum seed, hickory nuts, and walnuts. Human faces, animal's faces, pendants, buttons and belt buckles are a few of the products.

Color Effects Secured Through Chemically Soaked Firewood

The joys of an open fire can be greatly enhanced these winter evenings by introducing pleasing color effects in the flames. These colors may be obtained through the use of a number of different chemicals

which are entirely harmless and can be secured from any wholesale drug company.

For best results, the wood which is to be used in the fireplace should be soaked for at least several hours in a solution made up of 1 pound of chemicals to 1 gallon of water. Following the treatment, the wood should be spread out several days to dry thoroughly before using.

Colors which may be obtained in this manner are as follows: purple from lithium chloride, orange from calcium chloride, blue from copper sulphate or barium nitrate, red from strontium nitrate, and green from copper chloride.

—From Maryland Extension Service News.

Special Craft Suggestions

Low Cost Crafts for Everyone, by H. Reynolds. Garden City Publishing Co., New York, N. Y. (Write for price.)

Handicrafts, by Lester Griswold. The Methodist Publishing House, 810 Broadway, Nashville, Tenn. \$3.

Make Your Own Games (MP 332). National Recreation Association, 315 4th Ave., New York, N. Y. 10 cents.

Creative Hands, by Cox and Weisman. John Wilsey & Sons, New York, N. Y. \$3.

Arts and Crafts for Recreation Leaders. National Recreation Association, 315 4th Ave., New York 10, N. Y. \$1.50

Adventures in Scrap Craft, by Michael C. Dank. Greenberg: Publisher, New York City.

CHAPTER 4

Learning How to Swim

Determination and relaxation are two very important words to those of you who are planning to teach yourselves to swim. When you have mastered the art of floating you will no longer fear the water. Breathing in water is exactly opposite from breathing on land—you breath IN through your mouth, while your head is above water, and OUT through your nose, when your head is under water (blow bubbles). Floating is only relaxing in the water, in order that the water will support you.

Never swim alone, for even the best swimmer can take cramps in water. It will be much easier if you will have a buddy assist you for then you can take turns helping each other. Water that is waist-deep will give you more confidence in yourself. Do not try to be fast for you will be a better swimmer if you master each step before proceeding to the next one. Each step should be practiced until it becomes automatic. Review the previous lessons each time before proceeding to the next. Many of the steps in swimming can be practiced on land. Until you are sure of yourself *swim only from deep to shallow water*, never from shallow to deep.

American Crawl

The American Crawl is one of the fastest strokes used today and the one most swimming instructors teach first. Master each step before proceeding to the next one. Speed is not as important as accuracy.

Lesson 1—Hold your nose and duck your head under water by placing the forehead first. Repeat this

but do not hold your nose. Now duck your head under water and open your eyes and see what the swimming pool looks like underneath. Ask your partner to take hold of both your hands (keep your arms straight) and pull in the water, with your head under and feet behind you.

Now that you have gotten a feeling of traveling in the water ask your partner to stand six feet in front



of you and catch you while you float on your face. Extend your hands straight in front of you and lock your thumbs together, keep fingers together and pointing straight ahead with legs straight. Relax on

the water and your body will act as a log floating on top of the water. After you have practiced this a number of times you should be able to float without your partner catching you.

Now that you have learned to float you will need to know how to get up in water. To get up from the front float unlock your thumbs and pull your arms straight out even with your shoulders without bending your arms and at the same time bend both knees up to your chest. You should land on both feet at the same time. Practice the float and getting up until you are sure of yourself.

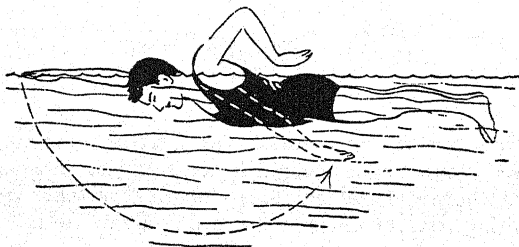
Lesson 2—Repeat floating and getting up. Now you are ready to teach yourself to breathe correctly in water. To do this stand in waist-deep water and place hands on your hips. Put your head in the water forehead first and exhale under water (blow bubbles). Turn your face to either the right or left side and breathe through your mouth (the head makes only one-fourth of a turn). Breathe on the side which seems the most natural for you, but always on the same one. Repeat this until you can do it successfully ten times without stopping.

You are now ready to do the flutter kick with your feet. To do this find a place where you can hold the body in a face float position. With toes pointed and



feet parallel kick the feet from the hips. The kick should be a series of even thrashes up and down with the heels only breaking the surface of the water. When you have practiced this a number of times try the flutter kick while doing the front float. Practice the kick until it becomes automatic.

Lesson 3—Since you can now float on your face and use flutter kick, you are ready to use your arms in the water. Standing in the water, place both arms straight in front of you (keep fingers together). Do this by counts. 1. Bring your right arm down straight to your side, pulling against the water. 2. Bend your right arm at the elbow and relax the wrist. 3. Lay the arm straight out in front of you (if you throw



your arm forward you are carrying your arm too far back to make a natural bend). Repeat this with your left arm. Count 1 is your stroke while the other 2 counts are only getting your arm in position for the stroke.

Starting in water shoulder-deep, walk toward the shallow water, bending forward and practicing your arm stroke while walking. Practice this a number of times. Using the front float with your head in the water, practice your arms; do not use the flutter kick, let your feet float. When you think you are ready try breathing correctly. Breath IN when the opposite arm from the side you breathe on is straight in front of you and OUT while the arm on that side is doing the stroke.

Lesson 4—Since you now know how to use both arms and legs, you should be ready to put them together. Practice both your arms and legs first with your head under water and later add breathing. If you

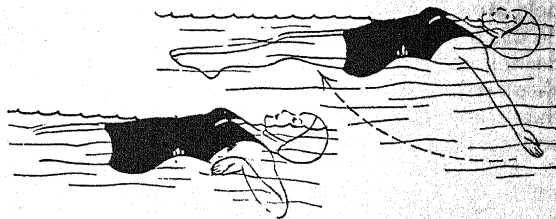


are one of the people that insists on swimming with your head out of water, after you have mastered this stroke you can swim with your head above water but keep it straight (do not bend your head from side to side). Practice keeping your head straight in front of you by watching some particular object on the bank.

Elementary Back Stroke

This is one of the easiest strokes to master as the face is clear of water. Your partner can assist you in learning the back stroke by placing both arms underneath your body.

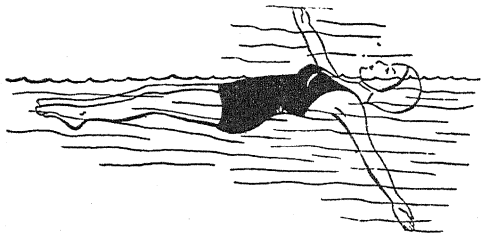
Lie back in the water so that the water covers the back of the head and all but the front of the ears. Re-



lax and arch the chest, breathing through the mouth at regular intervals (if you feel your body sinking arch your chest). Extend the arms straight out from your shoulders with fingers together and place the feet in a parallel position and float. To stand from a back float

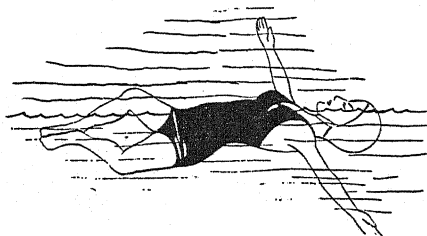
bring the arms down to the side (as if jumping rope backward) and bend the knees at the same time, landing on both feet at once. Keep practicing floating until you no longer need assistance.

Lesson 2—The arm stroke for the back stroke is very much like exercise and can easily be practiced on land. With the arms at your side, fingers together, at count 1 pull your hands up each side of your bathing



suit. At count 2 the arms are extended out straight from the shoulders, while on count 3 the arms are pulled hard to the side (stroke). The last count (4) is merely resting or gliding but is very important. Repeat this stroke while floating on your back.

Lesson 3—While holding to the bank with your arms, practice your leg stroke. The feet are extended straight behind you. On count 1 bend the legs so that the bottoms of the feet touch, flattening the knees so that they will be under water. On count 2 the legs are



extended as wide apart as possible and on count 3 they are brought straight together. Count 4 is a rest or hold stroke and is very important. When you can do this holding to the bank, try your leg stroke while floating on your back (hands extended out from the shoulders). After you can do this floating you are then ready to use both your arms and legs. All this stroke is done underneath the water. On count 1 bend



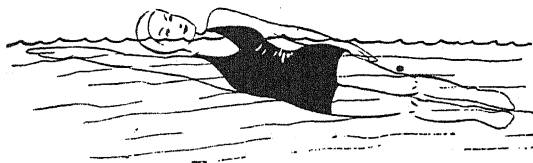
both arms and legs; 2—separate arms and legs as wide as possible; 3—pull legs straight together and arms

straight to the side; 4—rest or glide. Practice turning from the back stroke to the American Crawl so that when you tire from one you can do the other.

Side Stroke

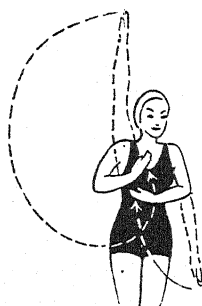
This stroke like the former strokes is best learned by floating first. Most swimmers swim on the right side but either side can be used. These instructions are given for swimming on the right side.

Lesson 1—Extend your arms straight out from your shoulders; rest the right side of your head on your right arm and extend the left arm straight down your



left side. Look over your left shoulder at some object on the bank as this will help to keep you on your side. Relax and the water will carry you.

You can practice the arm stroke either on the bank or standing in shallow water. The right arm is extended straight above the head, with the back of the hand next to the head, and the left arm is at your side.



On count 1 the right arm comes down even with the side and straight out. Count 2, the arm is bent (fingers held together) and brought in close to the body (this makes a half circle).

The left arm only makes a bend and crosses over right arm at the center of the body. Hold 1 count for

gliding. After you can do this standing up, practice the arm stroke while floating on the side.

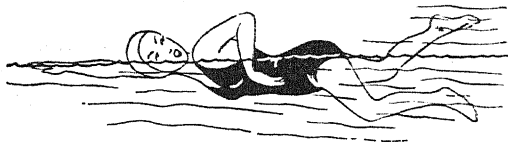
Lesson 2—Holding on to the bank with the hands, practice the scissors stroke with the legs. On count 1 bend the knees together with the right leg on top; count 2, separate the legs and extend one leg forward and the other backward as far as possible. On count 3 bring the legs straight together (this is the main stroke), and rest or glide on count 4.

Lesson 3—Now that you can do the arms and legs separately on both land and water, you are ready to put them together. Count 1 means bend both arms

and legs, count 2 separate, count 3 pull the arms to the floating position with legs straight together, and count 4 rest or glide. Repeat.

Trudgeons

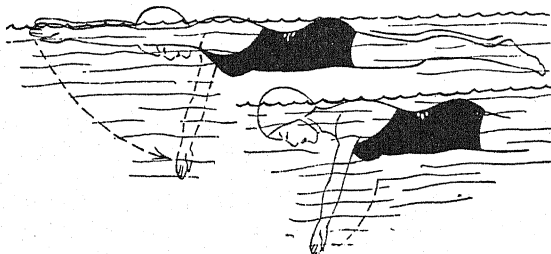
This stroke is very much like the American Crawl, the main difference being the leg stroke. Instead of using the flutter kick practice the scissors kick. On



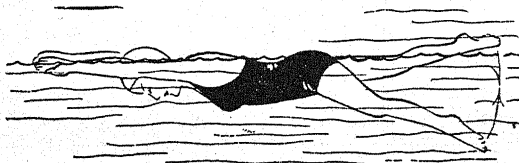
count 1 the feet are bent, at count 2 they are separated as wide as possible, count 3, they are pulled together, and count 4, rest. Use the same arm and breathing stroke as in the American Crawl.

Breast Stroke

Many people find the breast stroke difficult because they have not learned that the coordination in this stroke is entirely different from the preceding ones. The arms and legs *are not* done at the same time. On



count 4 of the arm stroke the count 1 of the leg stroke begins. This stroke may be done with or without the head in water. It will, however, be easier if practiced by using the front float (head under water). On count 1 pull your arms straight out from your shoulders, count 2, bend your arms at the elbows with hands in, count 3, extend the arm straight in front of you, and count 4, glide. Use the frog kick with your feet. While the arms are gliding on count 4 bend your knees outward, on count 2 separate your feet as wide as possible, on count 3 bring your feet straight together, count



4, hold or glide and start over with your arm movement. It is very important that you remember to do first your arms and then your feet, as you will find that you travel much faster by this method. Bring the head up for air while the arms are extended out from the shoulders and exhale slowly during the rest of the stroke. The head is brought straight up until the mouth clears the water. After you have learned this stroke you can swim with your head up by keeping it straight in front of you. Do not turn the head from side to side.

Diving

Do not wait until you become an expert swimmer to learn to dive for if you do you will miss a great deal of fun. Try jumping off the bank with the feet first (holding the nose) into waist-deep water. After you have learned this you will want to try swimming as soon as you hit the water.

Sitting Dive

The head is always protected by the arms when diving. The position of your head when it strikes the water is very important for on it depends the kind of dive you will make. Place both arms above the head with thumbs interlocked and arms clamped close to the ears. Sit on the side of the pool with feet together and knees spread apart. Bend your body over until your hands fall between your legs and strike the water first with your hands. Hold your breath while you are under the water and turn your fingers upward. Practice this until you can start swimming as soon as you come up. Do not dive in shallow water and be sure that your head is protected at all times.

Standing Dive

Standing on the side of the pool, bring your left leg up straight behind you and keep your right knee straight with toes curled over the edge. Raising the left leg will force your head first into the water. Enter the water first with your hands protecting your head as in the former dive. Your partner may help you by raising your left leg. Practice until you can do this without assistance and are able to swim after you spring up with your feet from the bottom.

Front Dive

On this dive the toes on both feet are curled over the edge of the bank. The hands are held in the same position as in the other dives. Spring up and enter the water with hands first. Later practice this dive with your hands at your side and as you leave the bank place your hands above your head. The best divers are those who enter the water close to the bank with feet together. This dive requires deep water.

First Aid Away From Home

Even though the gathering be for but two or three days, camp leaders ought to have along a first aid kit or a few first aid necessities. First aid equipment should include:

- 1-inch adhesive plaster
- 1-inch and 2-inch gauze bandage
- Castor oil or Epsom salts
- Calamine lotion (for poison ivy, etc.)
- Aspirin tablets
- Rubbing alcohol
- Oil of cloves (for toothache)
- Absorbent cotton
- Ointment for burns (or cooking soda from camp kitchen can be used)
- Aromatic spirits of ammonia
- Scissors, tweezers, safety pins, package needles
- Iodine
- Petrolatum
- Band aids

Burns—Wash chemical burns with large quantities of clean water, then apply wet baking soda and dress as a wound, only keep the dressing moist. Soda may also be used on burns caused by hot water or by touching something hot. Vaseline or almost any other clean oil may also be used in an emergency, especially for sunburn.

Broken Bones and Fractures—With a fracture or broken bone the patient complains of pain at the place where the bone is broken and the pain is more severe on pressure or movement. Send for the doctor and if necessary to move the patient a splint should be applied to keep immovable the broken parts of the bone (that is, if the break is in the arms or legs). The splint may be made of any rigid material such as light board or a cane long enough to reach beyond the joints above and below the break. Pad the splint thickly with cloths, newspapers, pillows, or leaves. Bandage the broken limb firmly to the splint, being sure not to bandage over the fracture or broken part.

Dislocations—Dislocated fingers may be snapped back into place by pulling straight forward. With a dislocated arm lay the patient flat on his back, sit down alongside and facing him. Then with shoe removed, put the foot under the armpit and pull on the arm and hand. Treatment for soreness and strain may be necessary afterwards. Other dislocations had better be left to a doctor.

If the collarbone is fractured, place a large pad under the armpit. Make a triangular sling bandage

from a piece of cloth about 2½ feet square. Support the arm on the injured side by the sling. Tie the ends of the bandage behind the neck and pin the point of the bandage at the elbow. Let the doctor complete the treatment.

If the spine is injured send for a doctor at once and do not try to straighten or move the patient. Place pillows around his back so that he can be as comfortable as possible without moving back muscles.

If there is a skull fracture send for a doctor immediately and check any severe bleeding by a gauze compress. There may be a fracture without a wound. Lay the patient flat on his back, with head slightly elevated. Keep warm and give nothing to eat until the doctor arrives.

Sprains—Pain, swelling, and discoloration usually follow a sprain. The injured joint should be raised so that it will get less blood. Apply first hot and then cold cloths for several hours to prevent swelling. Bandage snugly to prevent motion but loosen often if the swelling increases.

Strains—A strain is similar to a sprain except it is of the muscles instead of the ligaments. Relieve the pain by putting the part to rest. A light massage rubbing the limb upward toward the body is helpful. When the pain quiets down a firmer massage may be used.

Choking—If something is lodged in the throat or windpipe, it may be felt by passing a finger into the throat and, by hooking the finger around it, may be removed. If the object is deeper down and cannot be removed by the finger, slap the victim vigorously on the back between the shoulder blades. While doing this have the patient lie across bed or cot on his stomach with head and shoulders hanging over the side.

Cramps—Hot cloths or a mustard plaster placed over the stomach and at the feet are helpful. A bath in hot water and a massage are good.

Cuts—Severe bleeding should be checked as quickly as possible to prevent death. Blood may flow in quick spurts which means that an artery has been cut, or in a steady stream which means that a vein has been cut. Bleeding from an artery can usually be stopped by pressing with the thumb at the spot where the artery crosses a bone—the pressure spot is between the bleeding point and the heart. When bleeding is from a vein (steady flow) pressure must be made on the side away from the heart. If the flow of blood is not rapid, a compress over the wound may be sufficient. In serious cases a tourniquet should be used until a doctor can be reached. A belt, strap, necktie, handkerchief, or similar article, which can be tied

around an arm or leg over a pad will serve as a tourniquet. Any hard pad the size of an egg or a little larger will do. Tighten the strap by twisting with a small stick or pencil until the bleeding stops. The tourniquet is applied on the near side to the heart for arterial bleeding and on the far side for bleeding from a vein.

If the cut is not a deep one and does not require a doctor's care be sure to cleanse it well with warm water and apply iodine or Mercurochrome.

Earache—Hot cloths or a hot water bottle on the ear will often give temporary relief. Do not put anything into the ear. It may cause serious trouble.

Fainting—If you see that a person is going to faint you can sometimes revive him by bending his head down between his knees. If this does not revive him lay him flat on his back and lower his head by raising his hips. Loosen all clothing around the neck and waist, see that he gets plenty of fresh air, and sprinkle cold water on his face and neck or hold a handkerchief containing a few drops of aromatic spirits of ammonia to his nose every minute or two. When consciousness returns, the patient should continue to lie quiet for a while before getting up.

Foreign body in the eye—In removing any foreign body, see that the patient does not rub the eye. The use of a medicine dropper to wash the eye with clean water or boric acid solution may help. If the body is very painful and cannot be easily removed, soak a soft cloth in cool water and bandage over the eye while waiting for the doctor.

Acid entering the eye should be neutralized immediately with baking soda and water. Lime or other alkali may be neutralized with a weak vinegar solution and water.

Headache—Give the patient an aspirin tablet and keep him quiet. If this does not stop the headache, give a dose of Epsom salts or some other mild laxative.

Insect Stings — Apply weak ammonia water and later cloths wet in cold water. Scrape out rather than pull out insect stings. The best way to remove red bugs is to take a bath in strong, soapy water as soon as possible.

Ivy Poisoning—First wash off with soap and water. Apply a dressing kept soaked in cold cooking soda solution to relieve pain and itching. Ferric chloride solution is good. So also is calamine lotion. Either will also help to prevent the spread of the poisoning to other parts of the body.

Nosebleed — Slight nosebleed does no harm and does not require much treatment. Pinching the soft part of the nose may help. If bleeding is serious, call a doctor. While waiting, make a cotton plug and

gently push it with the end of a pencil into the nostril from which the blood is coming. When bleeding is severe put the patient in a chair with head slightly forward. Loosen the collar. Apply cloths wrung out in cold water to the back of the neck.

Snake Bite—Apply tourniquet above the wound between it and the heart. With the tip of a knife or razor blade, which has been passed through the flame of a match, make two cross cuts over the bite one-half inch long and as deep as the holes made by the snake's fangs and suck out the poison. There is no danger in sucking the wound if the mouth and teeth are free of sores or decay. Let the blood run freely from the cut, at the same time dislodging any of the poison that remains by rubbing the wound with a piece of gauze or with the fingers. After twenty minutes loosen tourniquet for a minute. Observe effect on patient. A doctor may be necessary.

Splinters — Touch the wound with iodine. Pass a needle through a flame, push back the skin till the object can be grasped and extracted with tweezers or pressed out. Apply iodine, and a dry dressing if necessary.

Sunstroke—Follows long exposure to hot sun or to intense heat. The patient usually is unconscious and the skin is dry and hot. The face is flushed and the pupils of eyes enlarged. He should be removed to a shady place and as many clothes as possible removed. Send for a doctor, but while waiting cool his body by cold sponges, using ice water if possible. Keep this up until the patient becomes conscious, then give him all the cool water he will drink. Give no stimulants.

Organizations You May Want to Know

Rural Scout Division, Boy Scouts of America, 2 Park Ave., New York City.

Girl Scouts of America, 670 Lexington Ave., New York City.

National Recreation Association, 315 4th Ave., New York City.

American Library Association, 520 North Michigan Ave., Chicago, Ill.

National Association of Audubon Societies, 1974 Broadway, New York City. (Birds.)

Camp Fire Girls, Inc., 41 Union Square, New York City.

National Committee on Boys' and Girls' Club Work, 58 East Washington St., Chicago, Ill., for 4-H banners, decorations, badges, etc.

Bausch and Lomb Optical Co., Rochester, N. Y.; Spencer Lens Co.; Buffalo, N. Y.; The American Professors Supply Co., Chicago, Ill., for microscopes, lenses, etc., for schools, nature study, etc.

Consumers Counsel, Washington, D. C. (Relation of farm and retail prices; town-country problems; better buying knowledge; cooperative buying.)

Federal Council of Churches of Christ in America, 297 4th Ave., New York City. (Rural church and general social problems.)

Office of Information, U. S. Dept. of Agriculture, Washington, D. C., complete list of Farmer's Bulletins, also the bulletins themselves, film strips, lantern slides, and hundreds of other helps about farming and homemaking.

National Bureau for the Advancement of Music, 30 Rockefeller Plaza, New York City.

American Folk Dance Society, 65 East 56th St., New York City.

Better Homes in America, Inc., Purdue University, W. Lafayette, Ind. (Write for lists.)

National Education Association, 1201 16th St., N. W., Washington, D. C.

Russell Sage Foundation, 130 East 22nd St., New York City. (Program material.)

Future Homemakers of America, U. S. Office of Education, Washington 25, D. C.

Future Farmers of America, Federal Security Agency, U. S. Office of Education, Washington 25, D. C.

A Club Boy's Philosophy

'Tis a grand old place—this farm of ours,
With meadows wide and shady bowers.
The corn stands ripening row on row,
Dad's field and mine—both you know,
Planted just right the 4-H way—
Who says that club work doesn't pay?

Why should I stray from the farm away,
To spend my life in the city gray?
In raising calves I take delight,
Because I've learned to do it right.
There's only one method—the 4-H way—
Who says that club work doesn't pay?

There's a lot on our farm to be proud of, indeed;
We have purebred stock and pedigreed seed.
By following the advice of our college, you see,
We are in business together—Dad and me—
And we run the livestock the 4 H way—
Who says that club work doesn't pay?

—R. S. Allen.

Plays for Rural Groups

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21 Plays to Choose From

We can by no means list all of the worth while plays in which any group may be interested. We are however, listing a number of productions, largely short plays, and then giving a list of publishers of plays from whom catalogs and other materials may be obtained.

Grown Up, published by French. A comedy by Beth Fiske. One male, 4 females, modern costumes, 30 minutes. Jane is excited about her first "long dress" party until her friend tells her this is to be a party with "dates." She begs her mother to let her stay away from the party but when her mother returns to the room she is again interested in the coming event after receiving a telephone call in her mother's absence. Price 35 cents. Order from publisher.

Sister Sue—French. A comedy by John Hershey. Three males, 3 females, interior, modern costumes, 35 minutes. This is a happy little comedy that features excellent characterization and lots of action. (Budget play) Price 35 cents. Order from publisher.

The Jeweled Hand—French. A mystery play in 1 act. By Charles George. Three males, 4 females, 1 easy interior, modern costumes. This play has thrills and chills galore and proves conclusively that no matter how well you know a person, you never really know his inner nature. (Budget play) Price 35 cents. Order from publisher.

Whodunit?—French. A mystery farce. By Millard Crosby. Three males, 4 females, interior, modern costumes, 35 minutes. Electric action! Flaming excitement! Breathless suspense! All of these ingredients plus gales of laughter have been blended into this perplexing mystery farce. (Budget play) Price 35 cents. Order from publisher.

Down In The Heart of Texas—French. A comedy by Ned Albert. Three males, 5 females, interior, modern costumes, 35 minutes. Mr. Albert takes you inside of the Melton's ranch house. Here Jude Melton, a widower lives with his charming young daughter, Betty Ann. Entertaining. (Budget play) Price 35 cents. Order from publisher.

Getting Pinned—French. A comedy by Grace Barney. Three males, 5 females, interior, modern costumes, 35 minutes. A modern play dealing with collegiate life; plenty of laughs. (Budget play) Price 35 cents. Order from publisher.

I Pledge Allegiance!—French. A patriotic drama in 1 act. By Basil Ring. Three males, 5 females, 1 interior, modern costumes, 35 minutes. (Budget play) Price 35 cents. Order from publisher.

The Midnight Ghost—French. A farce in 1 act. By Basil Ring. Three males, 5 females, 1 interior, modern costumes, 30 minutes. Highly entertaining play dealing with a haunted house. (Budget play) Price 35 cents. Order from publisher.

Uncle Bob's Bride—French. A comedy in 1 act. By Paschal Richardson. One male, 7 females, 1 interior, modern costumes. Uncle Bob sends his three nieces a telegram announcing his marriage. He will arrive with his bride and is sending an interior decorator. The bride arrives alone and is mistaken for the interior decorator, loved at once and told all their troubles. Plays end happily. (Budget play) Price 35 cents. Order from publisher.

So Early in The Morning—French. A comedy in 1 act. By Jameson Bunn Dowdy. Three males, 7 females, 1 interior, modern costumes, 30 minutes. This play won the district contest in the junior high school classification of the Carolina Dramatic Association's Annual State Tournament. It deals with the country ladies' weekly home produce market. (Budget play) 35 cents. Order from publisher.

Youth and Uncle Sam—French. A comedy-drama. By Wilbur Braun. Three males, 7 females, interior, modern costumes, 35 minutes. A play that deals with young America's attitude toward democracy, shows how it works and arouses its patriotism. (Budget play) Price 35 cents. Order from publisher.

The Tale of a Shirt—French. A comedy in 1 act. By Leon Edward Joseph. One interior, 8 females, modern costumes. Suitable for schools, churches, girls' clubs and Little Theaters. In a hand-laundry the employees discuss the lowdown on the townspeople as revealed by the various garments in the wash. (Budget play) Price 35 cents. Order from publisher.

For Women Only—French. By Tom Taggart. Designed for those occasions when the women take over the entertainment program. Contains 15 humorous skits. Popular for camps and clubs. No royalty. Price 60 cents. Order from publisher.

The Name Is Johnston—French. A farce by Jessie M. Bowler. Five males, interior, modern costumes, 30 minutes. Jack Wood, young business executive, is at his wit's end. He has made a wager with his wife that he can run their country home and care

for their two children, aided only by Tony their hired hand, and do it calmly, easily, and efficiently for two weeks. (Budget play) Price 35 cents. Order from publisher.

Indian Nuts—French. A farce by Monte Kelbam. Seven males, interior, modern costumes, 30 minutes. This is ideal for boys' camps, school, and clubs. The action takes place at Camp Calm Haven, a summer camp for boys. A play very easy to produce and one well worth doing. (Budget play) Price 35 cents. Order from publisher.

The Darktown Jamboree—French. A minstrel. By James Reach. Flexible cast. A really authentic old-fashioned minstrel show. While the contents are entirely original, the pattern is true to the old traditions. Price 75 cents. Order from publisher.

The Laff Revue—French. A vaudeville show by Lansing Corbett. Modern costumes. (No royalty) Price 60 cents. Order from publisher.

Class Day Programs (All Through the Year Series)—French. This book contains material for Class Day programs written by Nina Lamkin and Edna Florence. Price 60 cents. Order from publisher.

Why Teachers Go Nuts—French. A burlesque. By Preston Powell. Eight males, 7 females. An insane discussion of the age old problem: "Are teachers driven nuts or are teachers nuts to begin with?" (Budget play) Price 35 cents. Order from publisher.

Easy-To-Do Novelty Entertainment, published by Baker. These 35 entertainments written by Theodore Johnson are suitable for office, club, lodge, church, or community house entertainments. Order from publisher.

Laugh and Learn—Baker. This contains 5 plays for junior high written by Josephine P. Follen. Order from publisher.

Books and Bulletins Relating to Community Drama

A Selected List of Plays and Pageants for Children and Young People, National Recreation Association, 315 Fourth Avenue, New York City. 15 cents.

Plays for Amateurs. Compiled by F. H. Koch and Elizabeth A. Lay for the Community Drama Service of the University of North Carolina, Chapel Hill, N. C.

Play Production Made Easy, by Mabel Foote Hobbs, 50 cents, National Recreation Association. An excellent booklet of 72 pages containing suggestions

on selecting parts, rehearsing, costuming, make-up, several short plays, and a good list of available plays. We recommend a book of this sort to any amateur group planning one or several plays.

The following three lists of plays may be had at from 25 to 50 cents from the Drama League of America, 59 E. Van Buren Street, Chicago: *Plays for School and College Amateurs*, *Plays for Amateurs*, *Plays for Children*.

One- and Two-reel Sound Movies (for transportation charges to and from Washington). Office of Motion Pictures, USDA., Washington, D. C.

Dramatics for Amateur Groups, Bulletin Mailing Office, College of Agriculture, Madison, Wis., 5 cents.

A Manual of Play Production, Bulletin E-82, New York College of Agriculture, Ithaca, 50 cents.

Short Cuts to Drama, National Recreation Association, 3 cents.

Balanced Diet, nine rural plays, 30 cents. (French.)

Backgrounds and Beginnings, a picturesque and striking pageant. Home and Community Department, American Farm Bureau Federation, Chicago, Ill.

Six Rural Plays, Dramatic Pub. Co., Chicago, Ill. 75 cents. Six excellent one-act plays.

Plays of American Life. (French.) \$1.50. Eight one-act plays, one longer play. Not all of these have rural background, but all are based on some problem in American life.

Safety First Plays, Educational Division National Safety Council, 120 W. 42nd St., New York City.

Lighting the Stage with Homemade Equipment, by Jack Stuart Knapp, \$1.25. (Baker.) A very practical handbook.

Spirit of Club Work

(Courtesy National Club Camp Extension Service)

Cast:

1. One club member to represent the Spirit of Club Work.
2. Four others, each with a fagot, representing the 4-H's, and leaves. All five dressed in club uniforms, white middy suits or white dress with club emblem on arm of each.
3. A number of club members.

Scene:

A fire in center of floor, made with a bulb or flash-lights covered with red paper.

(All enter. The four group around the fire at the four corners, the Spirit behind and facing audience. Other club members stand in a row at back of room. Dim lights. All with candles, with only the Spirit's candle lighted.)

Spirit: I am the Spirit of Club Work. I am everywhere that boys and girls are to be found. My influence is spread as the four winds and is as far-reaching. My purpose is to assist in developing every boy and girl to be the best boy and girl possible. Our symbol is the four-leaf clover, each leaf marked with an H, and each H representing a vital part of each boy and girl. Head (addressing one of the four, lighting his or her candle), I give you the power so that with your lighted flame, you may go forth and with the spread of your influence train all heads to think, plan, and reason.

Head: O Spirit! To the fullest extent of my ability will I carry forth your inspiration to all the heads in my community and my country.

Spirit: Hand (addressing and lighting candle), I give you the power that with your lighted flame, you may go forth and with the spread of your influence, train all hands to be useful, helpful, and skillful.

Hand: O Spirit! To the fullest extent of my ability will I carry forth your inspiration to all the hands in my community and my country. May their hands help at home, at club meetings, become skillful, and be of service.

Spirit: Heart (addressing and lighting candle), I give you the power, that with your lighted flame, you may go forth and with the spread of your influence, train all hearts to be kind, true, and sympathetic.

Heart: O Spirit! To the fullest extent of my ability will I carry forth your inspiration to all the hearts in my community and country. May they practice self-denial and become happy through service to others.

Spirit: Health (addressing and lighting candle), I give you the power that with your lighted flame, you may go forth and with the spread of your influence, train every boy and girl to radiate joy and beauty through healthy bodies.

Health: O Spirit! To the fullest extent of my ability will I carry forth your inspiration to all the girls and boys in my community and country. May their bodies always be active and fit for a splendid service.

Spirit: I command the 4-H's to lay their fagots, which represent individual clubs, whereby a Great

Club Flame may be kindled, thus lighting our community and country. Let us pass our flames to all the Standard Clubs of our community and America.

(Pass the flame to row in rear by lighting candles.)

Group sings the Four-Leaf Clover Song, Follow the Gleam, America the Beautiful, or some other suitable song.

The Four-H's

(A Playlet)

(Courtesy South Carolina Extension Service)

First Club Member: Friends, I represent the Head in club work. I should like to be trained to think, plan, and reason, that my life may be equipped to meet the problems which come up before me. We know that to think through a problem thoroughly is the best way to solve it. Therefore, I represent the thinking side of club work.

2nd Club Member: Fellow club members, I represent the Heart in club work. I should like to be trained to be kind, true, and sympathetic, knowing that kindness is emblematic of goodness, that truth is emblematic of purity, and that sympathy is the soul of understanding. Let us make use of these things in our aim as club members and strive ever to be kind, true, and sympathetic.

3rd Club Member: My good friends, I represent the Hands in club work. I should like to be trained to be useful, serviceable, and skillful. My phase of club work is the working phase. Let us ever respect labor with dignity, realizing that honest toil is the only road to success. We should develop skill in the use of our hands and thereby be better fitted to take up our duties as farmers when we reach that stage.

4th Club Member: My club friends, I represent the Health in club work. I should like to be trained to resist disease, to make for efficiency, and to enjoy life. We might train our Head to think, our Heart to feel, and our Hands to execute, but without a sound and healthy body we would be helpless. Let us all take plenty of exercise, eat and sleep in moderation, and take every precaution to protect our Health. We can be efficient and enjoy life only in case our Health is trained to resist disease.

All four join hands and form a small circle.

All four together: The purpose of club work is to equally train the Head, Heart, Hands, and Health, so that each club member may be a better citizen for his community, his state, and his country, training—

1st club member: The Head to think, plan, and reason.

2nd club member: The Heart to be kind, true, and sympathetic.

3rd club member: The Hands to be useful, serviceable, and skillful.

4th club member: And the Health to resist disease, to make for efficiency, and to enjoy life.

All: Our motto is, "To Make the Best Better." Let us all be loyal, faithful and efficient club members. We should go back home and try to develop the four H's in our respective lives.

Give state and national club yells.

Publishers of Plays

The Atlantic Monthly Press, Boston, Mass.

Baker, Walter H., Co., 178 Tremont St., Boston, Mass.

Banner Play Bureau, Inc., 111 Ellis St., San Francisco, Calif.

Drama Book Shop, 48 West 52nd St., New York City.

Dramatic Publishing Co., 59 E. Van Buren St., Chicago, Ill.

French, Samuel, 25 West 45th St., New York City.

National Recreation Association, 315 Fourth Ave., New York City.

McCormick-Mathers Co., 1501 E. Douglas Ave., Wichita, Kans., publishers of Woodman Plays.

Eldridge Entertainment House, Inc., Franklin, Ohio.

Paine Publishing Co., 40-44 East First Street, Dayton, Ohio.

Women's Press, 600 Lexington Ave., New York City.

Association Press, 347 Madison Ave., New York City.

Youmans, Raymond, Publishing Co., Kansas City, Mo.

Extemporary Club Programs

By Maryland Wilson, Radio Director, Alabama College

Beyond all doubt, the most popular program on the stage or air today is the quiz show, which affords everyone a chance to exercise his wits and requires no one—except the quiz master—to make any preparation beforehand. He, poor fellow, will probably want to refresh himself on certain points well in advance of the program; for he is unquestionably the "answer man" of the hour. But, of course, he has been selected for his ready fund of information, his ability to think quickly and talk well, and—above all else, for his tact. He must suit his question to the general ability of his participant, and he must be able to offer hints and suggestions as to the correct answer. Score and time keepers are also necessary for the program.

Teams may be selected to answer the questions, or participants may be chosen at random. Small, inexpensive prizes appropriate to the season (a package of Christmas seals, a bag of heart-shaped mints, or a

candy Easter egg), or a larger prize drawn by the grand winner add to the spirit of the occasion.

A broadcasting atmosphere can be created by the presence of a microphone and by cautioning the audience that no preventable noises (such as walking around, pushing chairs back, opening and closing doors, etc.) will be permitted. Announcements of school interest may also be inserted into the program in the form of humorous gags, singing commercials, drama, and the like.

The broadcasting atmosphere can be further heightened by the addition of various amateur performances: seasonal recitations, jokes, musical selections, etc. A watch with a second hand should be available, as participants must be allowed only a given amount of time (usually 30 seconds) to answer their questions.

After the audience is assembled, doors closed, the quiz master calls the group to order and gives his opening announcement which may be somewhat as follows:

"Ladies and Gentlemen: In exactly thirty seconds we will be on the air. Silence, please! *(Pause for 30 seconds)* Good evening, ladies and gentlemen of the radio audience. This is Station W4HC broadcasting directly from, and bringing you the Whiz Kids in another battle of wits. Seated here on our platform ready to begin are
..... *(Let each contestant give his own name and grade. This should be done very quickly and without any pauses between names.)* We're glad to have you here with us, and now we're ready to begin. As you know, we are now approaching the season. *(Give brief history of the event, being careful not to include any information which may later be part of a question.)* Members of the audience are requested not to prompt the participants. Now,, will you please step up to the microphone and answer this question for us? *(Proceed with questions.)*

(Closing Announcement)

And that winds up another hour of fun with the Whiz Kids. Altogether they have answered questions and missed High score winner was Other participants on this evening's program were
And now, until next, at this same time, this is your announcer,, and your station W4HC, bidding you goodnight.

Easter

1. When we think of Easter, we also think of the new clothes we're going to wear. When and where do we wear them? (Easter Parade.)

2. What items of clothing are mentioned in these songs? (Play or hum "Your Old Grey Bonnet," "Alice Blue Gown," "Button Up Your Overcoat.")

3. Easter also makes us think of flowers. What is the traditional Easter flower? (Easter lily.) Now the season just before Easter is known as Lent, and there is also a Lenten lily. Can you tell us another name for this flower? (Daffodil.)

4. While lilies are blooming in America, lilacs are blooming in Kew. Can you tell us where Kew is or what it's near? (It isn't far from London.)

5. Can you tell us what kind of tree

"Is hung with bloom along the bough,
And stands about the woodland ride
Wearing white for Eastertide?"

(Cherry from "Loveliest of Trees"—Housman.)

6. Identify the following famous rabbits: The rabbit who carried gloves (White rabbit in *Alice in Wonderland*); the rabbit who was always mad (March Hare); and the rabbit who is well known as a screen personality (Bugs Bunny).

7. Who created the character of Brer Rabbit? (Joel Chandler Harris.) Can you name three of Brer Rabbit's animal friends? (Brer Fox, Brer Bear, Brer Wolf, Brer Squirrel, etc.)

8. Can you quote the lines of the poet who wanted to be abroad in April?

("Oh, to be in England
Now that April's there,")

9. Do you know the name of the poem or its author? ("Home thoughts from Abroad"—Robert Browning.)

10. The title of what book and movie might suggest Easter eggs? (*The Egg and I*.)

In what popular Broadway play is a large white rabbit the chief character? (*Harvey*.)

11. What group of people made a trip together one April to visit a famous shrine? (The Canterbury Pilgrims.)

12. We have already mentioned several stories in which animals are characters, but we wonder if you can name any more. ("Three Little Pigs," "Chicken Little," "The Little Red Hen," "Peter Rabbit," etc.)

13. How is the date for Easter always set? (By the cycles of the moon.)

14. Easter always falls on Sunday. What expressions do you know that include the word Sunday? ("Sunday best," "Sunday manners," "Sunday-go-to-meeting," etc.)

15. (a) What other holidays celebrated in this country also fall on Sunday? (Mother's Day, Father's Day.)

(b) Is there any other holiday that falls on some particular day of the week? (Thanksgiving—Thursday; Labor Day—1st Monday in September.)

16. Can you identify these songs? (Play or hum "Some Sunday Morning," "On a Sunday Afternoon," "A Sunday Kind of Love.")

17. Some time ago we mentioned Easter clothes. Can you identify these stories dealing with (1) a dress made from curtains? (*Gone With the Wind*); (2) a ragged dress changed by magic into a ball gown? (Cinderella's); (3) a suit supposedly made of gold and silver? ("The Emperor's New Clothes.")

18. On Easter we always go to church. Can you identify these? (Play or hum "The Bells of St. Mary's" "The Church in the Wildwood," "In the Chapel in the Moonlight," etc.)

19. Where in the *Bible* is the story of the first Easter found? (Matthew, Mark, Luke, John.)

20. Flowers are traditional with Easter. Identify these. (Play or hum "When You Wore a Tulip," "Last Rose of Summer," "Lilac Time," etc.)

21. At Easter egg hunts, the golden egg always symbolizes top prize. Can you tell the story of the goose who laid the golden egg? (She was killed by her greedy owner who then, of course, got nothing.)

22. Besides the rabbit, what animal or fowl symbolizes Easter? (Duck or chicken.) Can you give three expressions containing the word *chicken*? (Chicken pox, chicken-hearted, chicken in every pot, etc.)

23. This reminds us of a song about a very particular chicken who laid eggs for other men but none for her owner. Can you tell us his name? (Play or hum "Bobby Shafto.")

24. Although we generally think of the Easter Parade as taking place in New York, it might be: (Play or hum "Moonlight On the Wabash," "Carry Me Back to Old Virginia," "Alabama," etc.)

25. What is the general belief in regard to April showers? (They bring May flowers.) April weather? (It is uncertain.) What is the birthstone for April? (Diamond.) In addition to Easter, another day this month is observed by many. What is it? (April Fool.)

Mother's Day

1. What Mother has been widely celebrated in an Irish song? (Mother Machree.) Whose mother was the subject of one of the best known pictures of all time? (Whistler's.)

2. What mother had so many children she didn't know what to do? (The old lady who lived in a shoe.) Name two heroines of fairy stories whose stepmothers were cruel. (Cinderella and Snow White.)

3. When is Mother's Day always observed? (Second Sunday in May.) When is Father's Day observed? (Third Sunday in June.)

4. Who started the annual observance of Mother's Day? (Miss Jarman.)

5. Give three other names for Mother. (Mama, Mom, Ma, Maw, etc.)

6. What is the traditional flower of Mother's Day? (Rose.) What do the different colors symbolize? (Red, living; white, dead.)

7. In poetry what is frequently called Mother? (Nature.) Can you quote from such a poem?

("As a fond mother when the day is o'er
Leads by the hand her little child to bed—")

8. Some of the most famous characters in literature were orphans. Can you name some of them? (Becky Sharpe, Lorna Doone, Jane Eyre, Eppie, etc.)

9. Can you name some mothers in literature who greatly influenced their children's lives? (Mrs. Bennett in *Pride and Prejudice*, David Copperfield's mother "by her second marriage," etc.)

10. The mother of what famous deaf inventor took her son out of school and taught him at home because his teachers said he would never learn anything? (Thomas Alva Edison.)

11. In what poem did the mother sit up all night to weave clothes for her son? ("The Ballad of the Harp Weaver"—Edna St. Vincent Millay.)

12. Whose mother sent him out to sell their cow because they needed money? (Jack's—"Jack and the Beanstalk.")

13. In what story is the mother always described as being "middle-sized"? ("The Three Bears.")

14. In what play does the mother love her daughter so much she will not reveal her identity? (Lady Windermere's Fan.)

15. In what song does a son want a wife like his mother? ("I Want a Girl Just Like the Girl Who Married Dear Old Dad.")

16. Name three famous lullabies sung by mothers. ("Sweet and Low," "Sleep Baby, Sleep," Brahms' "Lullaby.")

17. Identify these songs. (Sing or hum: "Home, Sweet Home," "My Old Kentucky Home," "Long, Long Ago," "Home to our Mountains," etc.)

18. What mother and her large family lived in a vegetable garden? ("Mrs. Wiggs of the Cabbage Patch.")

19. What mother and daughter teams are famous on the stage or screen? (Helen Hayes and Mary McArthur, Ethel Barrymore and Ethel Barrymore Colt, Dame May Whitty and Margaret Webster.)

Fourth of July

1. Name three songs which have the word *flag* or banner in them. ("Star-Spangled Banner," "It's a Grand Old Flag," "The Bonnie Blue Flag," "There Are Many Flags of Many Lands," "Fling Out the Banner.")

2. Who wrote our National Anthem and under what circumstances? (Francis Scott Key, while watching the British bombardment of Baltimore at Ft. McHenry during the War of 1812.)

3. What song is always played when the President of the United States enters the room? ("Hail to the Chief.")

4. There are two famous pictures of Revolutionary war scenes. Can you name them? ("Spirit of '76" and "Washington Crossing the Delaware.")

5. The Declaration of Independence was written by which: John Hancock, Patrick Henry, or Thomas Jefferson? (Jefferson.)

6. The most famous quotation of the Revolutionary period was "You may fire when ready, Gridley," "Remember the Maine," "Give me liberty or give me death." ("Give me liberty . . .")

7. This was shouted by Alexander Hamilton, John Wilkes Booth, Patrick Henry. (Patrick Henry.)

8. To what vessel is our nation sometimes compared? (The Ship of State.)

9. Signers of the Declaration of Independence from this state were.....?

10. By whom and under what circumstances were the following words spoken: "Government of the people, by the people, and for the people, shall not perish from the earth." (Lincoln, at the dedication of the National Cemetery at Gettysburg.)

11. Where and by whom was the first flag of the United States made? (Philadelphia, Betsy Ross.) By whom was it designed? (George Washington.)

12. What song popular today was first sung by soldiers of the Revolution? It mentions General Washington giving orders to his men. ("Yankee Doodle.")

Who was the poet of the American Revolution?
(Philip Freneau.)

13. What patriotic songs can you name that have not already been mentioned on this program? ("America," "America, the Beautiful," "It's a Grand Old Flag," "I Am an American," etc.)

14. Which of our national songs has the same music as one of Great Britain's? ("America" is sung to the tune of "God Save the King.")

15. Can you name the poet or the poem, or can you quote the lines which follow these:

"But the glory of the Present is to make the Future free,—

We love our land for what she is and what she is to be."

("America for Me"—Henry Van Dyke.)

16. What wars were we fighting in these years:

1754—(French and Indian.)

1776—(Revolution.)

1861—(War Between the States.)

1917—(World War I.)

17. What is the difference in the terms *Civil War* and *War Between the States*? (Civil War means war between the people of one nation; War between the States indicates war between two nations. At that time there were two nations: The Confederate States and The United States. Federalists never recognized the Confederate States as an independent nation.)

18. Name five patriotic organizations. (American Legion, American Legion Auxiliary, Sons and Daughters of the American Revolution, Children of the American Revolution, United Daughters of the Confederacy, Daughters of the War of 1812, etc.)

19. Name three presidents of the United States who *died* or were *assassinated* while in office. (Lincoln, McKinley, Harding, Franklin D. Roosevelt.)

20. Who is the only ex-president of the United States living today? (Herbert Hoover.)

21. By whom was the Constitution of the U. S. written? (A committee. Gouverneur Morris is responsible for the wording.) How many representatives attended the Constitutional Convention? (55.)

22. We hear much of Jeffersonian democracy. What was this? (Jefferson believed in placing the government in the hands of all the people, and for this responsibility he believed all should have an equal opportunity of preparing themselves. This was one of his main reasons in founding the University of Virginia.)

23. What state is called the state of presidents? (Virginia.) Can you name some of the presidents from that state? (Washington, Jefferson, Madison, Monroe, Tyler, and Wilson.)

24. Who was the man who never wanted to hear of his country again and what happened to him? (Philip Nolan, "The Man Without a Country," was kept at sea the rest of his life.)

25. What famous Americans are known by these nicknames? Poor Richard — (Franklin); Stonewall — (Jackson); Swamp Fox — (Francis Marion); Ike — (Eisenhower).

Christmas

1. At Christmas the traditional bird is turkey. There was one famous family in literature, however, that thought their goose was the most wonderful Christmas dinner they ever had. Who was this family? (The Cratchitts.) In what story would you find them, or can you tell us the author of the story? (*A Christmas Carol*, Charles Dickens.)

2. Identify these songs. (Sing or hum.)

Silent Night, O Holy Night, Little Town of Bethlehem, Hark the Herald Angels Sing, Joy to the World, Away in a Manger, The First Nowell, O Come All Ye Faithful, We Three Kings, It Came Upon the Midnight Clear, Deck the Halls With Boughs of Holly, Jolly Old St. Nicholas, Up on the Housetop, White Christmas, I'll Be Home for Christmas, Jingle Bells.

3. Who went sleighing with me in "Jingle Bells"? (Miss Nellie Bright.)

4. How many old songs can you list in which a girl's name is part or all of the title? Can you make it five? ("Seeing Nellie Home," "Juanita," "Annie Laurie," "I'll Take You Home Again, Kathleen," "Who Is Sylvia?" "Reuben and Rachel," "My Darling Clementine," "I Dream of Jeanie With the Light Brown Hair," etc.)

5. How many names for Santa Claus can you give? We want at least three. (Kris Kringle, St. Nick, Father Christmas, the Spirit of Christmas, etc.)

6. Once upon a time a little girl wrote to the editor of a newspaper to ask if there really were a Santa Claus. His answer, which is now famous, was "Yes,, there is a Santa Claus." What was the little girl's name? (Virginia.)

7. There is a superstition in regard to the animals on Christmas Eve night. Can you tell us what it is? (That at midnight they all kneel to pray. Some also say that at that hour they have the power of speech.)

8. Why is the fir tree the traditional Christmas tree? (Because it is evergreen and therefore everlasting—symbolizing the everlasting love of Christ.)

9. One man had just gone to bed on Christmas Eve night when he heard such a clatter he rose from his bed to see what was the matter. What is the name of this poem, and can you give its author? ("The Night Before Christmas"—Clement Clarke Moore.)

10. How many reindeer did Santa have in this poem? (Eight.) Can you name six? (Dasher, Dancer, Prancer, Vixen, Comet, Cupid, Donner, Blitzen.)

11. Name two growing things in addition to the evergreen trees that are traditional Christmas decorations. (Holly and mistletoe.)

12. Holly is a tree; can you tell us what mistletoe is? (A parasite.)

13. Can you name any books, poems, or songs which also have Christmas in their titles?

14. Why is a plum pudding symbolic of the gifts of the Wise Men? (It contains rich spices.) What were the gifts of the Wise Men? (Gold, frankincense, myrrh.)

15. The Wise Men were sometimes call the Magi, and there is a very famous short story in which two people each gave up something they loved to buy the other a present. Do you recall the story? ("The Gift of the Magi," by O. Henry. The wife sold her hair to buy her husband a watch chain, and he sold his watch to buy combs for her hair.)

16. What was O. Henry's real name? (Sidney Porter.) Can you give us the pen name of any other famous authors? (Mark Twain — Samuel Clemens; George Eliot—Mary Ann Evans, etc.)

17. What is the Twelfth Night celebration? (It is a feast celebrated Jan. 6, the concluding period of medieval Christmas festivities, and commemorating the coming of the Magi as being the first manifestation of Christ to the Gentiles.)

18. We hear much of the English *wassail*. Can you tell us what this is? (A beverage of ale or wine flavored with spices and used to drink to the health of various individuals on festive occasions.) Now who or what were *waits*? (Historically speaking, waits were public musicians who, in England, were once employed to play for entertainments; perhaps so-called because they had to wait to play. The term is also applied to a group of street or rustic serenaders who play or sing at night for small gratuities, especially around the Christmas season.)

19. An old song tells of a Christmas bride who was trapped in a heavy chest while playing hide-and-seek and not found for many years. Do you know the name of this song? ("The Mistletoe Bough.")

20. In America there is a Bethlehem too where thousands gather to celebrate Christmas. In what state is this? (Pennsylvania.) And for what ordinarily is this town known? (Its steel mills.) America has another town with a Christmas name. What is it? (Santa Claus, Ind.)

21. What is the great oratorio sung by thousands at Christmas each year? ("The Messiah" by Handel.) And what is its most famous chorus? (Play or hum the "Hallelujah" chorus.) Do you know how long it took Handel to compose "The Messiah"? (Three weeks.)

22. In addition to the birth of Christ, the Bible tells us of the birth of two other babies who became important men. One led his people out of Egypt. Who was he? (Moses.) The other became a great prophet. Who was he? (Samuel.)

23. From Bethlehem Joseph took the baby Jesus and his mother where? (To Egypt.) Why? (He was warned in a dream that Herod would seek the young child to destroy him.)

24. After their flight, what did Herod do? (He had all the children in Bethlehem and the surrounding area who were two years of age or younger put to death.) And after Herod's death, Joseph and Mary and the Holy Infant went where to reside? (Nazareth.)

25. Christ was brought up to follow what trade? (Carpentry.) He is often also referred to as the greatest member of all time of what profession? (Teaching.) Most of his followers earned their living in what way? (Fishing.)

Extemporary Drama for Camps

By Maryland Wilson

As a director of camp dramatics, I have found that there is little room for any other than extemporary drama. Campers do not have the time to memorize lines, attend rehearsals, build scenery, and make costumes. Therefore it is necessary to give plays that call for none of these things; and incredible though it may sound, such performances can be highly successful.

It has been my practice to collect humorous stories which might prove suitable for dramatization and to save them for such a time as I may be called upon for a program. Camp programs, as we know, are frequently planned in a matter of minutes; and it is essential to have the stories ready for quick reference.

Calling the members of the cast together, I tell them the story, assign parts, and make suggestions as to the performance. Often there is no time even for rehearsal; but since the lines are entirely *ad libbed*, there is no real reason for concern. If the actors have

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vivid imaginations (and most young people do), and are uninhibited (as many of them are), the audience is in for some good, clean fun.

Let us take, for example, a simple story that is always a favorite with campers: A bashful young man calls on a young lady and tells her he has something to ask her. She immediately concludes he intends asking her hand in marriage and that he is too bashful to ask the question directly. Therefore she prods him on as best she can, while he shows much embarrassment over the situation. Finally, he does put into words the question he has in mind, which simply is whether his mother can borrow a petticoat pattern from her mother.

The humor of this production is obviously in its presentation, which might be somewhat as sketched on the following pages. The cast, as I have given it here, includes only two characters; although almost any number may be added with increased effect. There might be, for instance, a younger brother and sister who make constant interruptions, various callers of all ages who always appear just when things seem to be reaching a climax; and the parents themselves might appear in the early part of the story.

I have also found that having the characters mention events of local interest has added immeasurably in giving the production a personal appeal or slant—provided, of course, that nothing is said which might in any way embarrass the persons mentioned.

With these thoughts in mind, collect some jokes—your campers will help you—and see how much fun an extemporary stunt evening can be!

(As the curtain rises, a young girl is alone on the stage. She may be ironing, dusting, arranging flowers, or engaged in almost any task. A knock is heard at the door, and she tips over to a window and looks out to see who the visitor might be. Immediately she begins to straighten her sleeves, smoothe her dress, fluff her hair, etc. The knock is repeated. Assuming an air of absolute innocence, she opens it.)

He: Hello.

She (Assuming great surprise): Why, Henry Jones, how are you?

He (Shyly): I was beginning to think there wasn't anybody at home.

She: Oh yes, there's always someone around. Only I wish you'd told me you were coming.

He: Why?

She (Coily): Oh, just because. (Tosses her head).

He: Well, I can stay only a minute. I won't come in.

She (Pulling him in): Oh, yes you will. My goodness, you didn't walk way over here just to say hello, did you?

He: No, not exactly.

She: Then sit down. (He sits on the other side of the room) No, not there. Over by me. (He crosses over and sits by her.) There, that's better.

He (Nervously): I told you, Sara, I can't stay.

She: And I told you you could. Sakes alive, anybody'd think you had something on your mind.

He: I have. There's something I want to ask you.

She: Let's have it then.

He: No, I don't think I know you well enough. (Looks around). Is your mother here?

She: No, she's gone over to the Browns.

He: How about your father?

She: He's gone to the movies to see (*Name current movie.*)

He (With increasing nervousness): Oh. Then I guess I'd better be going.

She: She'll be back in just a little while. Sit still and tell me what it is you want to ask me.

He: I don't know if I'd better. I never asked a girl anything like this before, and I don't know how to begin.

She (Soothingly): Don't be afraid. I'll understand.

He: I don't know whether you would or not. Now with some boys it's different.

She: Maybe it is, but it's all the same in the long run.

He: Say, did you know—

She: What?

He: (Bring in some item of local comment here).

She (with great disappointment): My goodness, Henry, I didn't know that that's what you had to tell me.

He (Innocently): It isn't, but I thought maybe you hadn't heard that.

She: No, I hadn't.

He (Uneasily): Well, I guess I'd better be getting along now.

She (Exasperatedly): If you don't stop saying that, I'm going crazy. You haven't told me what you wanted yet.

He: Told you I didn't know how. Wonder if things'll ever be any different for me? Some fellows have all kinds of exciting things happen to them. You know,—

She: Yes?

He: The other day—(Another item of local interest)

She: Henry Jones, if you don't stop tormenting me like this, I'll scream.

He: Maybe I'd better go before I make you nervous.

She: I'm going to be more nervous if you don't tell me what you want.

He: Sometimes, they say, it just comes over you. When you've something you want to say to a girl, and it takes all your courage, and you don't know how you're going to tell her, sometimes there's just a flash—and bang! You've said it.

She (Earnestly): And my mother always told me that when you had something on your mind, the best thing to do is to go ahead and say it; and then you'll feel better.

He: Maybe so. Maybe I just ought to go on and say it; but, heck, you're so different from other girls.

She (Coyly): Am I, Henry?

He: Yeah. That's why I feel like telling you all kinds of things that I wouldn't say to other people. You know, like—like—

She (Eagerly): Yes?

He: Like about the time when (another item of local interest).

She: Henry Jones, are you deliberately trying to tease me?

He (Blandly): No, of course not. What makes you ask that?

She: Then why do you keep on telling me things about other people?

He (Innocently): Heck, I thought you were interested in other people. Don't know what's the matter with you today. You said you wanted me to talk to you.

She: I do. But I want you to tell me what it was you came to say.

He (Beginning to show nervousness again): I think I ought to ask your mother first.

She: Oh, that's all right. Whatever I do will be all right with mother. (Encouragingly) And she *likes* you, Henry.

He: I like her too. Well, maybe if I can't ask her, I ought to ask your father.

She (Perturbed): Oh, no, no, no. He'll raise the roof when he hears about it!

He: Then maybe I'd better go. I don't want to cause any trouble.

She (Firmly): Sit down, this minute. Mother and I can always persuade him to do whatever we want.

It isn't much trouble if we handle him right.

He: But I don't want to cause any family trouble. It isn't worth that.

He: Oh, I mean that after all a man hates to come into somebody's home and stir up a lot of trouble.

She (With determination): You're not going to stir up a lot of trouble. Mother and I just make up our minds and then we tell Father what we're going to do.

He (Increasingly nervous from here on): Yeah, my mother does the same thing. She told me there wasn't any use about my being so silly about coming over here—just to come on over and ask you. Only she said I'd better ask your mother first.

She (Sharply): What else did she tell you?

He: She told me that (another item of local interest).

She (In utter despair): Henry Jones, I'm going raving crazy! What is it you have to ask me?

He (With great embarrassment): I hope I never go through anything like this again.

She: I hope you won't either. Are you a man or a mouse? Now what is it?

He (Swallowing hard): I'm afraid you'll think I'm crazy.

She: I won't think you're crazy. I'll think you're crazy if you don't ask me. Now what is it?

He (Pulling out his handkerchief—a large bandana—and mopping his brow): Maybe I'd better come back some other time when your mother's home.

She (Sitting up very straight and pushing up her sleeves): You'll ask me right now whatever it is. I think I can guess.

He (In surprise): You do?

She (Coily): Am I right?

He: How do I know? I haven't asked you yet.

She (Pettishly): Well, I've done my best to make you.

He (Scratching his ankle): I know it. It's my fault I've been so long, I guess.

She (Patting his shoulder): That's all right, Henry. Just ask me.

He (Swallowing hard): Mother said to tell you—

She (Edging closer to him): Yes?

He (Swallowing again): That she'd always been a friend of your mother—

She (Smiling sweetly): Yes?

He (Scratching his ear): And that she'd always been a good neighbor—

She (Breathlessly): Yes?

He (Mopping his forehead): And that she didn't know what she'd have done without her—

He (Swatting a fly that has landed on other side of her): And since a woman always likes to look her best when her children start growing up—

She (Without taking her eyes from him): Yes?

He (Gazing at the ceiling): And that since this is a nice time of the year for parties and all that—

She (Also gazing at the ceiling): Yes?

He (Now gazing at the door): And she wanted some new clothes for a very special occasion—

She (Still with her eyes on the ceiling): Yes?

He (Sliding farther away from her): A wedding, she said it was—

She (Edging closer to him): Yes?

He (Sliding away again): And that she'd be glad to lend her anything she had when she wanted to fix up—

She (Edging closer): Yes?

He: That—heck, I can't ask you! (Drops his head into his hands)

She (Patting his shoulder): Yes, you can. You're doing beautifully. Now go ahead—

He (Still with his head in his hands): She wanted me to ask you—

She (Holding her breath): Yes—

He (Jumping to his feet, speaking very loudly, and gazing straight forward): Whether she could borrow that new PETTICOAT PATTERN she bought last Friday!

(Swift blackout and curtain).

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How Rural Youth Groups Began

Organized programs and activities for young people are almost wholly a development of the last half-century. In 1881 the Christian Endeavor Society was formally organized from regular gatherings begun several years earlier in the home of a village pastor. 1889 came the Methodist Epworth League and two years later the Baptist Young People's Union. In the 90's too came the invention of basketball.

In 1899 W. B. Otwell sought to revive interest in a farmers' institute in Macoupin County, Ill., by persuading boys and girls to plant one ounce of high-grade corn and make an exhibit. His contest became famous, and the plan spread. In 1902, School Superintendent A. B. Graham organized the first boys' and girls' agricultural club in the United States in Clark County, Ohio. Three years later O. H. Benson, outstanding leader of Rural Scouting, then an educator interested in the new field, evolved a three-leaf clover label that was to become the 4-H.

4-H Club Idea Spread Rapidly

4-H Motto:

"To make the best better."

In 1903 Dr. Seaman A. Knapp was sent into the South by the United States Department of Agriculture to help farmers work out methods to fight the boll weevil. He turned to corn-growing demonstrations by boys as the quickest method of reaching their fathers with a new live-at-home farming program. The first boys' corn club on a county basis was organized in 1907 in Holmes County, Miss., by W. H. Smith, superintendent of schools. The corn club idea spread rapidly in the South. Dr. Tait Butler of The Progressive Farmer was among the first supporters and leaders of the movement, having helped to draw up the rules for the first pig club at Starkville, Miss., and judged the first exhibit.

In 1910 in Aiken County, S. C., Miss Marie Cromer, a rural school teacher, organized the first girls' canning club. Mrs. J. E. Hankinson was the first member. Rapidly boys' and girls' clubs spread throughout the South. The passage of the Smith-Lever Act in 1914 put extension work on a permanent and more adequately financed basis. Today club work reaches annually nearly two million farm boys and girls from 10 to 20 years of age. Over 62 per cent of them are in the South.

How Vocational Agriculture Grew

A very great number of the early leaders in the 4-H club movement were educators—educators searching for new methods of vitalizing the old conventional courses. With the growing recognition that the agricultural college was not reaching the great mass of farm boys, an increasing clamor for the teaching of agriculture in high schools was everywhere heard.

In 1917 Congress passed the Smith-Hughes Act providing for support of vocational training in agriculture, home economics, and industrial trades. The bill bore the names of Senator Hoke Smith and Representative Dudley M. Hughes, both of Georgia, who piloted it successfully through their respective houses in Congress.

The largest growth in vocational education has occurred in the Southern states.

FFA Organized in 1928

FFA Motto:
*"Learning to Do
Doing to Learn
Earning to Live
Living to Serve."*

The Future Farmers of America, organized in 1928 along the lines worked out by Henry C. Groseclose in Virginia, and more recently, 1946, the Future Homemakers of America, are offering to students in vocational courses the opportunity for development of those things that make for a satisfying and happy farm life as well as for adequate financial returns. Purposes of the Future Farmers are training for leadership and in cooperative activities, teaching of thrift, training for farming, promoting scholarship and providing for wholesome recreation. By 1939 the FFA had 6,301 chapters with a membership of 205,346. Of this number 98,724 were in the South.

During World War II 260,450 Future Farmers left their farms to serve in the Armed Forces of our country, and 7,188 of these boys made the supreme sacrifice. Following the end of the war farm boys have been flocking to old and new FFA chapters. In 1947 over half of the FFA members were in the South.

World-Wide Scout Movement

Scout Motto:
"Be Prepared."

By what may seem remarkable coincidence the great world-wide movement of scouting was developing in England around 1900—the same era that witnessed the beginning of club work and vocational

training. W. D. Boyce is said to have brought Boy Scouting to America through the good turn rendered him by an English Scout. The Boy Scouts of America was incorporated in 1910. The Girl Scout movement was founded in this country in 1912 by Mrs. Juliette Low, of Savannah, Ga.

Scouting, in its first twenty-five years, made its greatest growth in the larger centers. Today scout leaders are giving increased thought and effort to reaching farm boys and girls with the scout program.

Growth Work Standards

(As set up by the Virginia Extension Service)

Some important characteristics of a sound body are:—

1. A strong, erect, bony structure.
2. Clean, sound teeth.
3. Firm, strong muscles.
4. Clear, soft, smooth skin.
5. Enough fat under the skin.
6. Consistent increase in height and weight.
7. Good poise, ability to relax.
8. Good vision.
9. Good hearing.
10. Healthy throat.
11. Normal heart action.
12. Healthy lungs.

How to acquire these characteristics and keep them:

1. Practice good food habits. Eat three wholesome meals a day, including 1 quart milk, 3 or more vegetables, 2 or more fruits. Eat few sweets between meals. Drink 6 glasses of water.

2. Weigh often, at the same time of day, and watch for increases in weight and in height.

3. Get plenty of sleep, with windows open; 10½ hours for 10-14 years, 9 to 10 hours for 14-16 years. Spend at least an hour out of doors. Rest or relax for one-half hour.

4. Work for good posture by training weak or relaxed muscles, and by assuming good positions in standing, sitting and working.

Important points in good standing posture are: Head erect. Chest held forward of abdomen. Abdomen flat. No exaggerated curves in spine at neck, shoulders or waist. Feet parallel. Weight balanced over center of feet so that ear, shoulder cap, joints of hip and knee, and ankle bone are in alignment.

Important points in good sitting posture: Sit with abdomen flat, bend from the waist. It is as necessary for the body to relax at times as to hold itself erect.

5. Practice personal cleanliness. Take a full bath every day if possible. Change clothing at least twice

a week. Brush teeth at least twice a day. Wash hands before meals and after going to the toilet. Have daily elimination.

6. Be a Five Pointer. During school life have at least one complete physical examination by a doctor and correct physical defects as needed.

Test vision (each eye separately). For normal vision be able to read line 20 on the Snellen eye testing chart at a distance of 20 feet. If below normal, be examined for glasses or other correction.

Test hearing (each ear separately). A sentence said in conversational tone should be understood at 20 feet.

Examine teeth. Should be clean, no exposed roots, or unfilled cavities. It is best to be checked by a dentist.

Examine throat. Should be unblotched, no symptoms of trouble with tonsils and adenoids. (Preferably checked by physician.)

7. Obtain necessary immunization. Be vaccinated for smallpox. Be immunized for diphtheria if you are under 12, (only when proved necessary by the Schick test if over 12). Consult your physician about taking typhoid serum if the disease is in your community.

What are the characteristics of a sound mind?

(1) Balanced interests. (2) Controlled emotions.

(3) Faith in one's self and others.

How may these be acquired? (1) Master time. Develop efficiency in work. Make definite program of work. Plan for at least one hour outdoors and one-half hour rest daily.

(2) Train mind. Don't drift; make a plan for each day. Plan definite study whether in school or not. Develop a worth while hobby.

(3) Cultivate desirable traits of character. Learn to face and settle each problem as it arises. Learn to recognize beauty and get joy from out of doors, music, people and things. Learn to like people and to work with them. Grant to each the right to his own opinion. Appreciate friends. Strive to control strong emotions, such as anger, fear, disappointment.

Good Posture Always Needed

By Dorothy Bateman, Physical Education Director

The West Point ideal of posture is a thing of the past. The safest reminder is to stand tall. To have that streamline appearance, it is most important to keep the hips under the trunk and the knees relaxed. The shoulders should feel as broad as possible, but the chest and shoulders should always be relaxed.

Sitting and walking well is fully as important as standing well. When sitting, the back of the hips

should touch the back of the chair, with the head and shoulders centered directly above.

For good posture while walking, swing the legs from the hips and imagine you are walking down hill with arms and shoulders relaxed. Always remember to be as tall as possible.

4-H Club Health Score

Points of Score	Perfect Score	Member's Score	Improvements to Be Made	Accomplished	Improved Score
Individual Improvements:					
Adequate meals daily	9				
9 hours sleep daily	9				
Vision normal or corrected	5				
Throat normal or corrected	5				
Teeth sound or defects corrected	7				
Weight or growth normal	5				
Personal cleanliness (body and clothes)	6				
Avoidance of all stimulants and narcotics	6				
Work clothes and shoes for comfort and health	5				
Posture erect and well balanced	7				
Home Improvements:					
House completely screened	9				
Home water supply free from surface contamination	9				
Sanitary toilet, clean and orderly conditions around house, barns, etc.	9				
Sanitary disposal of garbage	9				

A Tribute to Your Teachers

Henry Van Dyke in "The Unknown Teacher"

And what of teaching? Ah, there you have the worst paid, and the best rewarded, of all the vocations. Dare not to enter it unless you love it. For the vast majority of men and women it has no promise of wealth or fame, but they to whom it is dear for its own sake are among the nobility of mankind. I sing the praise of the unknown teacher. Great generals win campaigns, but it is the unknown soldier who wins the war. Famous educators plan new systems of pedagogy, but it is the unknown teacher who delivers and guides the young. He lives in obscurity and contends with hardship. For him no trumpets blare, no chariots wait, no golden decorations are decreed. He keeps the watch along the borders of darkness and makes the attack on the trenches of ignorance and folly. Patient in his daily duty he strives to conquer the evil powers which are the enemies of youth. He awakens sleeping spirits. He quickens the indolent, encourages the eager, and steadies the unstable. He communicates his own joy in learning and shares

with boys and girls the best treasures of his mind. He lights many candles which, in later years, will shine back to cheer him. This his reward. Knowledge may be gained from books; but the love of knowledge is transmitted only by personal contact. No one has deserved better of the republic than the unknown teacher. No one is more worthy to be enrolled in a democratic aristocracy, "king of himself and servant of mankind."

"If" For Girls

By Elizabeth Lincoln Otis

If you can make yourself attractive,
Yet not make curls and puffs your chief delight;
If you can swim and row, be strong and active,
But of the gentler graces lose not sight;
If you can dance without a crave for dancing,
Play without giving play too strong a hold,
Enjoy the love of friends without romancing,
Care for the weak, the friendless and the old;

If you can master French and Greek and Latin
And not acquire, as well, a priggish mien;
If you can feel the touch of silk and satin
Without despising calico and jean;
If you can ply a saw and use a hammer,
Can do a man's work when the need occurs,
Can sing, when asked, without excuse or stammer,
Can rise above unfriendly snubs and slurs;

If you can make good bread as well as fudges,
Can sew with skill and have an eye for dust;
If you can be a friend and hold no grudges,
A girl whom all will love because they must;
If sometime you should meet and love another
And make a home with faith and peace enshrined,
And you its soul—a loyal wife and mother—
You'll work out pretty nearly to my mind

The plan that's been developed through the ages
And win the best that life can have in store;
You'll be, my girl, a model for the sages—
A woman whom the world will bow before.

Quotations for Every Occasion

Thoughts for Leaders

He who digs a well, constructs a stone fountain, plants a grove of trees by the roadside, plants an orchard, builds a durable house, reclaims a swamp, or so much as puts a stone seat by the wayside, makes the land so far lovely and desirable, makes a fortune which he cannot carry away with him, but which is useful to his country long afterwards.—Ralph Waldo Emerson.

Leadership means among other things, going ahead—not driving others ahead. Unless he himself goes somewhere, no man can lead. He may be able to inspire and direct, but unless he himself is making progress, is advancing beyond the point at which he started, he is not a leader.—Ohio Extension Service News.

The world doesn't move by the giant pushes of its great hero men, but by the little tiny shoves of quite ordinary men like you and me.—John Richard Greene.

What you would have in your men and women of tomorrow must be put into the boys and girls of today.

He has achieved success who has lived well, laughed often, and loved much; who has gained the respect of intelligent men and the love of little children; who has filled his niche and accomplished his task; who has left the world better than he found it, whether by an improved poppy, a perfect poem, or a rescued soul; who has never lacked appreciation of earth's beauty or failed to express it; who has looked for the best in others and given the best he had; whose life was an inspiration, whose memory is a benediction.—From "What Constitutes Success," by Mrs. A. J. Stanley.

If one advances confidently in the direction of his dreams, and endeavors to live the life which he has imagined, he will meet with a success unexpected in common hours.—H. D. Thoreau in *Walden*.

A boy or girl who likes a beautiful picture, a sunset, a rosebush, a robin, a sky full of stars, a fine old melody, a courtesy, a generous deed, or a good book, is better educated than a boy or girl could be without them, even if he could work all the sums in algebra and parse everything in Virgil.—Selected.

There is a high standard of living which involves a large outlay. There is also a standard of high living which costs but little. Henry Thoreau is the most distinguished example of the latter kind. For two years he lived upon the shores of Walden Pond . . . in a house built by his own hands . . . largely upon the products of a few arid acres surrounding him. He was entirely without any of the modern labor-saving machinery of the farm. And yet he found that by working only six weeks of the year he was able to produce all that he found essential for a satisfying life. He thus had leisure to write a great book . . . *Walden*. . . . I urge all to read it who would learn how little the material things for which we struggle contribute to a satisfying life.—Frank O. Lowden, distinguished American farmer, national leader, and former governor of Illinois.

Helpful Verses From the Poets

Lives of great men all remind us
We can make our lives sublime,
And, departing, leave behind us
Footprints on the sands of time.
—Henry W. Longfellow in *The Psalm of Life*.

When at last the Great Scorer
Comes to write against your name,
It matters not who won or lost,
But how you played the game.
—Grantland Rice.

Not mighty deeds make up the sum
Of happiness below;
But little acts of kindness,
Which anyone may show.

Better to strive and climb,
And never reach the goal,
Than to drift along with time,
An aimless, worthless soul.

Ay, better to climb and fall,
Or sow, though the yield be small,
Than to throw away day after day,
And never strive at all.

Weep not for precious chances passed away,
Weep not for golden ages on the wane,
Each night I burn the records of the day,
At sunrise every soul is born again.

—Selected.

Little drops of water, little grains of sand,
Make the mighty ocean and the pleasant land.
Thus the little moments, humble though they be,
Make the mighty ages of eternity.

—From *Little Things*. Author Unknown.

He Who, from zone to zone,
Guides through the boundless sky thy
certain flight,
In the long way that I must tread alone
Will lead my steps aright.

—From *To a Waterfowl*, by William Cullen Bryant.

Neither a borrower nor a lender be:
For loan oft loses both itself and friend,
And borrowing dulls the edge of husbandry.
This above all: to thine own self be true,
And it must follow, as the night the day,
Thou canst not then be false to any man.

—From *Hamlet*, by William Shakespeare.

Build thee more stately mansions, O my soul,
As the swift seasons roll.
Leave thy low-vaulted past.
Let each new temple, nobler than the last,
Shut thee from heaven with a dome more vast,
Till thou at length art free,
Leaving thine outgrown shell by life's unrest-
ing sea.

—From *The Chambered Nautilus*,
by Oliver Wendell Holmes.

O wad some Power the giftie gie us
To see ourselves as ithers see us!
It wad frae mony a blunder free us
An' foolish notion;
What airs in dress and gait wad lea'e us,
An' ev'n devotion!

—Robert Burns.

The world is so full of a number of things,
I'm sure we should all be as happy as kings.

—Robert Louis Stevenson.

Give to the world the best that you have,
And the best will come back to you.
—From *Life's Mirror*, by Madeleine Bridges.

Gather ye rosebuds while ye may,
Old Time is still a-flying,
The self-same flower that blooms today
Tomorrow may be dying.
—From *Counsel to Girls*, by Robert Herrick.

If you think you're beaten, you are!
If you think you dare not, you don't!
If you'd like to win but think you can't,
It's almost certain you won't!

If you think you'll lose, you've lost!
For out in the world we find
Success begins with a fellow's will—
It's all in the state of mind.

Life's battles don't always go
To the strongest or fastest man!
But soon or late the man that wins
Is the one who thinks he can.
—Selected.

Oh, it's easy to be a starter, lad,
But are you a sticker, too?
'Tis fun ofttimes to begin a thing,
But harder to see it through.

'Tis the sticker who wins in the battle of life
While the quitter is laid on the shelf;
You are never defeated, remember this,
Until you lose faith in yourself.
—From the *Carolina Club Boy*.

There is no friend like an old friend
Who has shared our morning days,
No greeting like his welcome,
No homage like his praise.
Fame is the scentless sunflower,
With gaudy crown of gold;
But friendship is the breathing rose,
With sweets in every fold.
—Oliver Wendell Holmes.

Grow old along with me!
The best is yet to be,
The last of life,
For which the first was made.
—Robert Browning.

Isn't it strange that princes and kings
And clowns that caper in sawdust rings,
And common folks like you and me
Are builders for eternity?
And to each is given a bag of tools,
A shapeless mass and a book of rules;
And each must make, ere life is flown,
A stumbling block or a stepping stone.
—Selected.

It isn't the job we intended to do
Or the labor we've just begun,
That puts us right on the ledger sheet;
It's the work we have really done.
—Selected.

Whoever you are, be noble;
Whatever you do, do well,
Whenever you speak, speak kindly—
Give joy wherever you dwell.
—From *Four W's*, Anonymous.

Only a thought in passing—a smile or
encouraging word—
Has lifted many a burden no other gift
could have stirred.

When Earth's Last Picture Is Painted

When earth's last picture is painted and the tubes are
twisted and dried,
When the oldest colors have faded, and the youngest
critic has died,
We shall all rest, and faith, we shall need it—lie down
for an eon or two,
Till the Master of All Good Workmen shall set us to
work anew.

And those that were good will be happy; they shall
sit in a golden chair;
They shall splash at a ten-league canvas with brushes
of comet hair.
They shall find real saints to draw from—Magdalene,
Peter, and Paul.
They shall work for an age at a sitting and never be
tired at all!

And only the Master shall praise us, and only the
Master shall blame;
And no one shall work for money, and no one shall
work for fame,
But each for the joy of the working, and each in his
separate star,
Shall draw the thing as he sees it for the God of
things as they are!
—Rudyard Kipling.

Farm Facts Worth Knowing

Did You Know—

That plants have relatives—brothers, sisters, uncles, aunts, cousins—just as people do?

That cotton, okra, althea, hollyhock, hibiscus, mallow, all belong to the same family? Compare the blooms and note the similarities.

That Irish potatoes, tomatoes, red pepper, and eggplants belong to a group of plants many of which are poisonous and that our grandparents once thought that even the tomato was poisonous? Other common members of the family include tobacco, jimsonweed, belladonna, horsenettle (which resembles a tomato gone wild) and petunia.

That most of the important fruits of temperate climates all belong to the Rosaceae, or rose family? There are peach, plum, apple, pear, strawberry, raspberry, blackberry, dewberry, cherry, crab apple, apricot, and quince. Then there are the haws and hackberries with which every farm boy is familiar.

That the dogwood on the cool, shaded hillside and the black gum, sour gum, or tupelo gum of the swamp are cousins in the same group, the dogwood family?

That the sweet potato and the morning glory are close relatives? Dodder belongs to the same group.

That the watermelon is a gourd? The gourd family numbers among its members pumpkins, cushaws, squashes, gourds, canteloupes, watermelons, cucumbers, and citrons?

That it would be hard indeed for the human race to exist without the grass family? All of our cereal grains—wheat, oats, rye, corn, rice, and barley—and all of the canes and sorghums are grasses.

That among the most powerful of man's enemies are the members of the family known as the Compositae? It is the largest of all families of flowering plants. A few of the worst villains of the family are ragweed, bitterweed, thistle, dandelion, dog fennel, and wild daisy. Not all of the cousins and aunts and uncles are obnoxious, however, for among our prized flowers are the composites, chrysanthemum and dahlia. And the goldenrod is the state flower in Alabama, Kentucky, and Nebraska. The flowers of the composites are not single flowers but several or many tiny flowers gathered into a head.

That only the members of the bean family perform the wonderful job of taking nitrogen out of the air and putting it into a form that will enrich the soil?

The "bean" or "pea" distinguishes the family though it may be a very tiny bean as in the clovers. Austrian peas, hairy vetch, cowpeas, soybeans, velvet beans, the clovers, alfalfa, peanuts, and black locust all have countless fertilizer factories on their roots.

That the lowly onion and garlic and the aristocratic lily are close relatives? All lilies produce bulbs, and the onion is the perfect bulb.

That a very large number of our vegetables are all blood kin? They are members of the mustard family or Cruciferae (*crux*, cross, plus *ferre*, to bear, or cross bearer), so named because the entire family has blossoms shaped like a Maltese cross. Take a look at some blooming turnips and notice how the four petals of the flower resemble a cross. Included in the vegetables are cabbage, Chinese cabbage, radish, rape, rutabaga, turnip, cauliflower, Brussels sprouts, kale, horseradish, and water cress. Pepper grass also claims kin.

That two plant families furnish most of our valuable nuts? From the hickory family come hickory nuts, pecans, butternuts, and walnuts; from the oak family come chestnuts, filberts, hazelnuts, beechnuts, and acorns (only a few of which are edible).

A Tribute to Trees

(By Clarence Ousley, one-time Assistant Secretary of Agriculture)

Trees are the shelter of man, beast, and bird; they worship of her Maker. Where they are, beauty dwells; where they are not, the land is ugly, though it be rich, for richness is but greasy fatness and its gaudy raiment but cheap imitation of forest finery.

Trees are the shelter of man, beast, and bird; they furnish the roof above us, the shade about us, and the nesting places of love and song. They call children out to play; they entice sweethearts into leafy coverts to seal their vows with fond caresses; they console and gratefully reward old age.

Trees herald the spring with glorious banners of leaf and bloom; they clothe the autumn in garments of gold and royal purple; bared to the winter's cold, they are the harp of the winds and they whisper the music of the infinite spaces.

Afield With Mother Nature

1. When does a pine tree shed its leaves?
2. What do June bugs come from?
3. How can one distinguish between the male and female bobwhite?
4. From what fowl are our poultry supposed to have originated?

5. Where do the Seven Stars go in the summer-time?
6. Do we see the sun as soon as it rises? Why?
7. Which comes first on a peach, leaf or blossom? On the apple?
8. Which way do climbing plants wind about their support?
9. What is the difference in the way a horse and a cow get up?
10. What birds in your community go south in autumn?
11. Where did Irish and sweet potatoes come from?
12. What causes thunder?
13. What makes the rainbow "span the hill?"
14. What new bird, native to Europe, is rapidly spreading over the South?
15. Where did cotton come from?
16. What does the yellow bee martin or crested flycatcher nearly always put in its nest?
17. What color does the yellow poplar leaf turn in the fall? black gum? the oaks?
18. Which comes first on a watermelon, the bloom or the melon?
19. How does the Milky Way change its direction from season to season?
20. Name five destructive insect pests that have come into this country from other countries.

Answers

1. From autumn to early spring.
2. From those big fat grubworms you dig up in the garden and elsewhere.
3. Male has a white, female a yellow throat.
4. The jungle fowl of India. It is still found wild there.
5. They are overhead during the daylight hours instead of at night. Did you ever hear of a total eclipse of the sun during which the stars came out?
6. No. About 8½ minutes later. Light travels at the rate of 186,000 miles per second, and the sun is 93,100,000 miles away.
7. On a peach the usual order is blooms, then leaves; the reverse is true of apples.
8. From right to left. The honeysuckle, however, climbs from left to right.
9. A cow gets up hind feet first, a horse fore feet first. Do you know why?
10. Common Southern birds that spend their winters in Central and South America are gourd martin, kingbird, flycatcher, oriole, pewee, blue-gray gnatcatcher, most of the warblers, hummingbird.
11. They are native to the Americas and were not known in Europe before the discovery of America.
12. Thunder is the crackle or sound of a flash of lightning. Notice that the thunder always follows the flash.

By checking the time between the flash of lightning and the thunder's rumble you can tell how far away the lightning was. Sound travels about one mile every five seconds.

13. It's the sun shining through the rain. It's fairly easy to make a rainbow yourself by turning on the hose on the lawn on a sunny afternoon. Physics will teach you that each raindrop forms a prism that breaks the white light into its various parts of colors.

14. The starling.

15. Cotton was known in India 800 B. C. It is found wild as shrub or tree in the West Indies and Mexico today.

16. A snake skin.

17. Poplar, yellow; black gum, red; oaks vary from red to yellow and mottled, but usually turn brown before falling.

18. The two come together. Observe that all members of the melon family—squash, cucumber, cantaloupe, gourd—bloom the same way.

19. Look at it some night soon. Six months later see if it doesn't lie at right angles to its present direction.

20. Boll weevil, San Jose scale, pink bollworm, European corn borer, cabbage worm (the larva of the common white butterfly in the garden). There are many more.

High Spots in Farm History

1785—First society for promoting agriculture organized in Philadelphia and South Carolina.

1793—Whitney invented his cotton gin.

1797—Charles Newbold made first American cast iron plow.

1803—First American patent for grain cutting machine issued.

1810—Nicholas Appert of France perfected the art of canning and first commercial canning began in this country in 1819.

1814-1819—Jethro Wood patented forerunner of modern plow.

1831—Manning patented first mowing machine. Cyrus McCormick's reaper cut its first grain on a Virginia farm.

1833—John Lane built first known steel plow out of old saw blades.

Dr. Seaman A. Knapp, the father of extension work, born.

1837—John Deere began his career as a plow maker.

1838—First combined harvester thresher invented by Hiram Moore of Michigan.

1840—First U. S. Census of Agriculture taken.

1850—First Jersey cattle brought to America.

1850-1855—Peaches first canned in syrup, in Baltimore.

1851—Jacob Fussell, of Baltimore, sold first ice cream in wholesale quantities.

1855—Act for establishment of first agricultural college in U. S. approved by Michigan legislature. Was organized in 1857. Maryland began work in 1856.

1862—Land Grant or Morrill Act passed by Congress, providing funds for teaching agriculture in colleges. The Act was the foundation of our agricultural colleges of today.

First cooperative marketing association of farmers established at Bainbridge, Ohio.

1865—Paris Green first used as insecticide.

1867—National Grange organized.

1873—Oliver perfected the chilled plow.

Fred C. Hatch, of Illinois, built first silo.

1874-1875—Farmers' Alliance organized in the State of Texas.

1875—First agricultural experiment station founded at Middletown, Connecticut.

1877—DeLaval invented the modern cream separator.

1879—John Appleby invented the twine binder for grain harvesters.

1880—U. S. took first rank agriculturally among nations.

San Jose scale first discovered in the United States.

Cotton seed crushing attained status of an industry. However many mills had operated and uses found for cottonseed oil prior to this date.

1881—First attempts to utilize hybrid vigor in corn breeding, by Professor W. J. Beal of Michigan Agricultural College.

1887—Congress passed Hatch Act for establishing agricultural experiment stations in various states.

1890—Babcock announced his method of testing for butterfat.

First found that "tick fever" was transmitted by cattle ticks. Eradication program begun by government.

1892—Boll weevil crossed Rio Grande River into Texas.

Lead arsenate developed as an insecticide.

1896—First RFD route in U. S. established in West Virginia.

1899—Club work got its first start in Macoupin County, Illinois.

1902—Farmers' Union organized in Texas.

First boys' and girls' club organized by A. B. Graham in Ohio.

1903—Gas tractors first began to prove commercially successful.

First successful hog cholera serum used.

1905—Idea of 4-H labels originated by O. H. Benson in Iowa.

1907—First agent for boys' club work appointed, W. H. Smith, in Holmes County, Mississippi.

1910—Girls' club work begun in South Carolina by Marie S. Cromer.

1913—Cold pack canning began.

1914—Smith-Lever Act by Congress made modern farm and home agent system possible.

1914-1928—Perfection of the harvester-thresher. Early development goes back to 1880's.

1915-1920—Vitamins discovered.

1916—Calcium arsenate dust discovered to be effective in control of boll weevil.

1917—Smith-Hughes Act by Congress began development of vocational agriculture and home economics.

1919—American Farm Bureau Federation founded.

1920—Prices for farm products crashed.

Carbon tetrachloride introduced as treatment for hookworm of human and livestock.

1921-1928—Agitation for national farm relief through tariff, McNary-Haugen bill, export debenture, and other plans.

1922—First use of airplane in dusting cotton.

1924—First commercial dusting of cotton by airplane.

1925—Cooperative hybrid corn breeding work started by USDA and 12 cooperating states.

1925-1927—Sugar cane bagasse, formerly a waste, found valuable for insulating material and wallboard.

1926—U. S. produced largest cotton crop in history up to that time, 17,977,000 bales.

1929—Federal Farm Board created.

1930—Corn borer invaded the South, entering in northern Kentucky counties.

1931-1937—Development of pneumatic tires for tractors.

1932—Early production of tung nuts for oil in U. S.

1933—Agricultural Adjustment Act passed.

President Franklin Roosevelt signed the Act of Congress authorizing establishment of The Tennessee Valley Authority.

June 24, 1933 — Cotton adjustment program, followed by the plow-up, launched.

1934—Dr. Charles Herty announced that newspaper could be made from any species of Southern pine.

U. S. Department of Agriculture initiated search for new types of disease-resistant tobaccos.

April 21, 1934 — Bankhead Cotton Control Bill signed by President Roosevelt.

1935—Rural Electrification Administration created by President Franklin Roosevelt.

January 6, 1936 — Original AAA invalidated by Supreme Court; Soil Conservation and Domestic Allotment Act replaced it.

1936—Four-H clubs passed the million mark with enrollment of 1,145,508.

Idea of farm freezer units developed by H. E. Babcock, of Ithaca, New York.

1936-1937—Small combines put on market.

1936-1939—Tractors adapted to the small farm perfected.

1937—U. S. makes largest cotton crop in history: 18,746,000 bales.

Bankhead-Jones Farm Tenant Act passed.

Brown Creek Soil Conservation District established in North Carolina—first Soil Conservation District in the country.

1938—Congress authorized four regional laboratories to develop new uses for farm products. The Southern Regional Laboratory is in New Orleans, La.

First blue lupine seed distributed to farmers by College of Agriculture, University of Florida.

First barn hay drier used on a farm near Florence, Ala.

Flame cultivator successfully used to bring 25 acres of cotton to maturity without hand labor.

Value of phenothiazine as worm medicine for swine announced. Later used on sheep, cattle and horses.

1940—Start of extensive development of preservation of food by freezing.

1943—Commercial production of penicillin begun, widely used in veterinary medicine.

1944—First outbreak of Newcastle disease of poultry found in California.

First large scale distribution of Coastal Bermuda from Tifton, Ga., Experiment Station.

1945—Sulfa drugs used for first time in treatment of calf scours.

Food and agricultural organization of the United Nations founded.

DDT insecticide and 2,4-D weed killer made available to farmers.

1946-DDT first used in large scale bollworm control.

Newcastle disease appeared in Southern flocks.

Experiments with benzene hexachloride, chlorinated camphene, and Chlordane indicate they might become the most potent insecticides thus far discovered for use against boll weevil, cotton aphid, and cotton leafworm.

All time peak, thus far, in use of phosphate and other fertilizers on farms.

1947-Cotton mechanization from planting to the gin, now a reality.

Scientists successful in making rainfall under certain cloud conditions. Possible forerunner of ending of persistent drouth in some parts of the country.

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